



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



COVERS NINTENDO DS™

BASED ON A GAME
EVERYONE 10+
RATED BY THE
ESRB

SQUARE ENIX.

Written by Michael Owen



DQM™

DRAGON QUEST MONSTERS-Joker



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CHARACTERS



THE HERO

A TRUE LONER WITH A DON'T-MESS-WITH-ME GLINT IN HIS EYES, THIS YOUNG MONSTER SCOUT CHALLENGE HOPEFUL HAS A STYLE AND FASHION ALL HIS OWN. THE SCOUT RING THAT GLEAMS ON HIS FINGER IS PROOF OF HIS STATUS AS A MONSTER SCOUT, BUT DOES THIS WILD CARD HAVE WHAT IT TAKES TO COME OUT ON TOP?

THE INCARNUS

A MONSTER THAT TAKES THE FORM OF A WOLF PUP, WITH ARMOR PROTECTING ITS HEAD AND BODY. IT IS A MAGICAL CREATURE LIKE NO OTHER, FOR IT SPEAKS THE LANGUAGE OF HUMANS FLUENTLY AND BELONGS TO NO KNOWN MONSTER FAMILY. THE MYSTERIOUS INCARNUS WILL JOIN YOU ON YOUR ADVENTURE—BUT WILL THE BEAST PROVE TO BE FRIEND OR FOE?



HAWKHART



CLUBOON

DIAMAGON



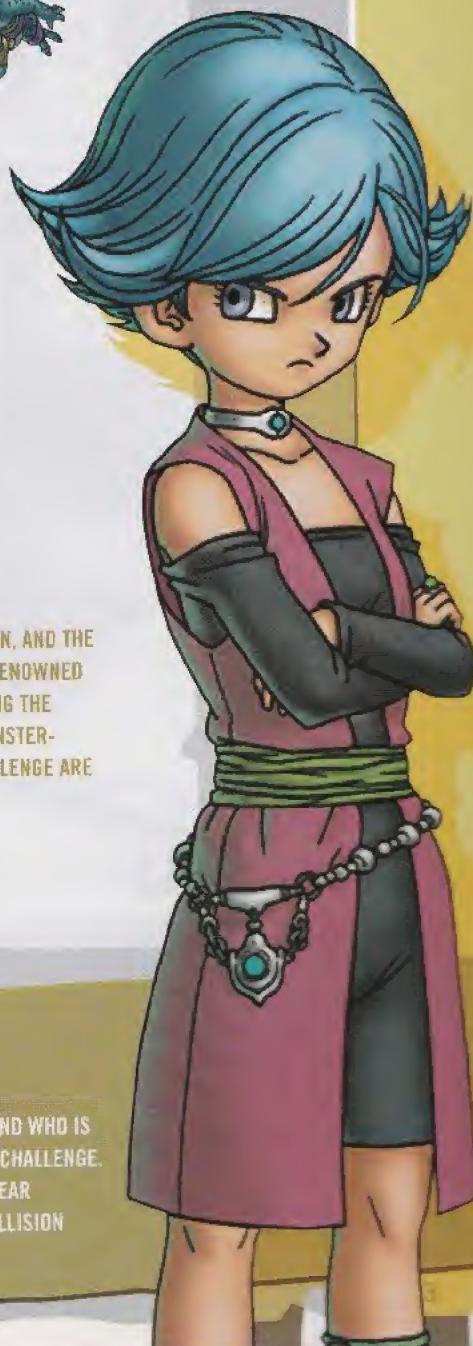
WARDEN TRUMP

HE IS THE DISCIPLINARIAN LEADER OF CELL, A SHADY ORGANIZATION WHOSE EXISTENCE IS UNKNOWN TO THE MAJORITY OF GREEN BAY'S INHABITANTS. HIS UNCOMPROMISING APPROACH TO HIS WORK INSTILLS BOTH FEAR AND RESPECT IN ALL OF HIS SUBORDINATES.



DR SNAP

THE COMMISSIONER OF THE MONSTER SCOUT ORGANISATION, AND THE MAN IN CHARGE OF THE MONSTER SCOUT CHALLENGE. A RENOWNED DOCTOR AND SCIENTIST, HE IS CREDITED WITH INVENTING THE SCOUT RING. A MAN OBSESSED WITH ALL THINGS MONSTER-RELATED, HIS REAL MOTIVES FOR HOLDING THE CHALLENGE ARE STILL UNCLEAR.



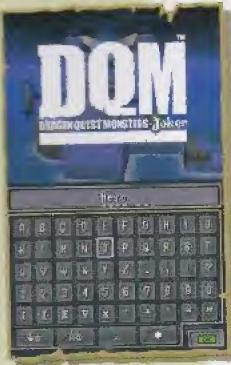
SOLITAIRE

A YOUNG WOMAN OF UNKNOWN BACKGROUND WHO IS ALSO COMPETING IN THE MONSTER SCOUT CHALLENGE. FROM YOUR VERY FIRST MEETING, IT IS CLEAR THAT THE TWO OF YOU ARE SET UPON A COLLISION COURSE...

GETTING STARTED



BEGINNING YOUR ADVENTURE



Select New Game and name your hero to get started. You start the game without monsters, but you will be given one soon enough to start you on your way. As you get stronger, you will be able to scout better and higher ranked monsters—eventually achieving the team necessary to win the Monster Scout Challenge.

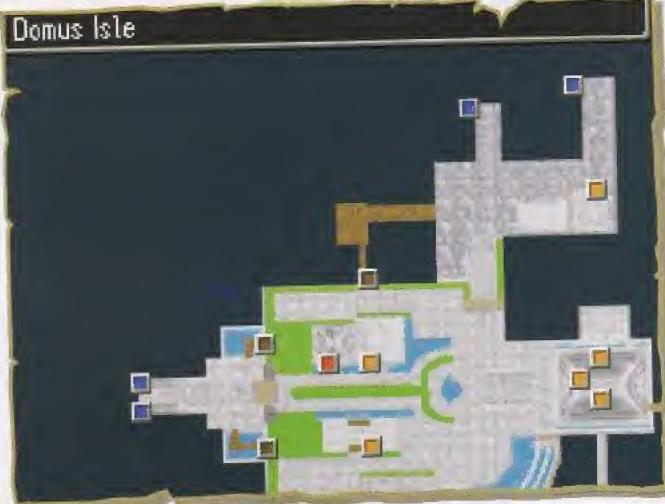


THE CONTROLS

+CONTROL PAD	Navigate menus/Move
A BUTTON	Select menu items/Investigate/Talk/Open doors
B BUTTON	Cancel in menus/Reset camera view
X BUTTON	Show main menu and commands
L BUTTON	Rotate through menu windows/Rotate view left
R BUTTON	Rotate through menu windows/Rotate view right
SELECT	Sort items, weapons, skills, and monsters while viewing certain lists

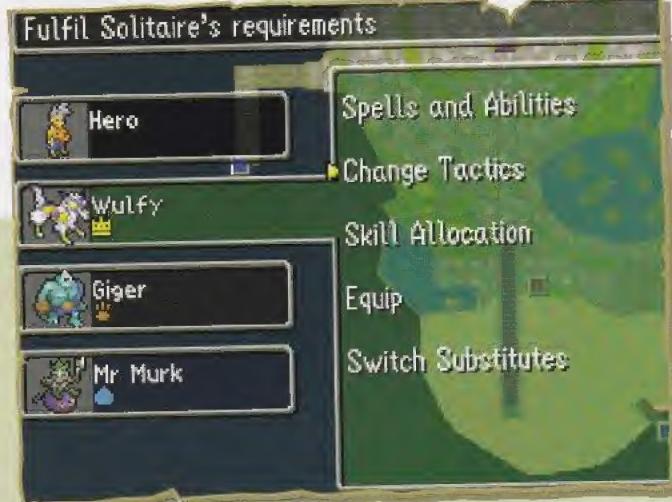
View the Map

You can move the map around by sliding the stylus across the lower screen. This allows you to see parts of the map that are not currently on screen. Touch the screen again to reset and bring back the menu.



Using the Stylus

You can also use the stylus to manipulate the menus on the lower screen. Just touch the menu you want to access with the stylus.



THE MENUS

Main Menu

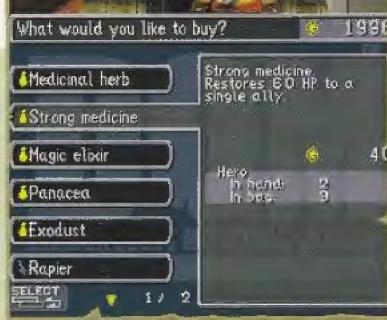
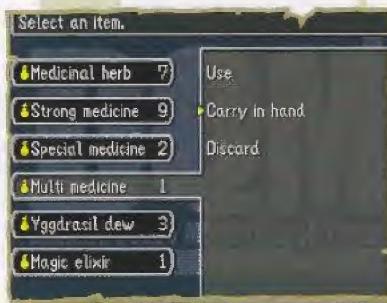
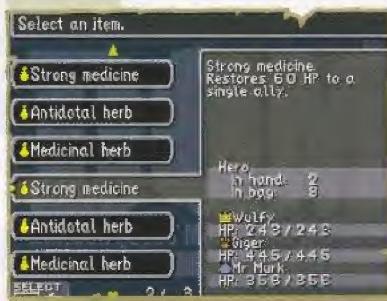
Select your hero to bring up the main menu:



ITEMS Select Items to bring up a list of items that you hold in hand. These items can be used at any time or placed in the bag for storage. Go to the bottom of the list to access the items in your bag.

ITEMS IN YOUR BAG CANNOT BE USED IN BATTLE.
HERE YOU WILL FIND ALL THE SPECIAL ITEMS AND WEAPONS, PLUS ANY ITEMS THAT YOU HAVE STORED IN YOUR BAG.
YOU CAN SELECT AN ITEM AND MOVE IT TO YOUR HAND, OR USE HEALING ITEMS ON ONE OF YOUR MONSTERS. BE SURE TO KEEP YOUR HAND STOCKED WITH PLENTY OF HEALING ITEMS FOR BATTLE.

SELL ITEMS AT THE ENDING MACHINE-LIKE SCOUTPOSTS, OR THE DEPARTMENT STORE ON DOMUS ISLE. YOU CAN ALSO PURCHASE WEAPONS AT THE SHOP IN THE DOMUS CLOISTER.



SPELLS AND ABILITIES

Select this option to reach the abilities that the hero learns through his adventures. See below for descriptions of these abilities and how to obtain them.



HEAL ALL

SELECT THIS OPTION TO AUTOMATICALLY HEAL YOUR TEAM WITH HEAL SPELLS.

QUICK SAVE

QUICK SAVE ALLOWS YOU TO SAVE YOUR GAME ANYWHERE, BUT ONCE YOU LOAD THIS SAVE UP, IT IS GONE. BE SURE THAT YOU DON'T LOAD A QUICK SAVE AND THEN TURN THE SYSTEM OFF.

SWITCH SUBSTITUTES

NOT ONLY DO YOU BRING ALONG YOUR MAIN TEAM OF THREE MONSTERS, BUT YOU ALSO HAVE THREE SUBSTITUTES THAT CAN BE SWITCHED IN AND OUT ANY TIME YOU ARE NOT IN BATTLE. USE THESE MONSTERS AS ALTERNATIVES, WHEN A MONSTER GETS LOW ON HP OR MP.

VIEW LIBRARY

SELECT THIS OPTION TO VIEW INFORMATION ON MONSTERS YOU HAVE COME ACROSS IN YOUR ADVENTURES. YOU CAN ALSO GET INFORMATION ON ANY SKILLS THAT ARE LEARNED BY YOUR MONSTERS.

Monster Menu

SPELLS AND ABILITIES

If the selected monster has any spells that can be used outside of battle such as Heal or Zing, you can use them here. Use this option to heal or revive any injured/dead monsters between battles. It is a good idea to have at least one healer on your team at all times.



CHANGE TACTICS This allows you to change how each monster acts when you let them fight on their own. You can select from the following:



SKILL ALLOCATION
IF YOUR MONSTER HAS ANY SKILL POINTS THAT HAVEN'T BEEN ALLOCATED, SELECT THIS OPTION TO DISPERSE THE POINTS. IT IS A GOOD IDEA TO DO THIS AFTER YOU HAVE SYNTHESIZED A NEW MONSTER, SINCE THEY MAY COME WITH UNUSED SKILL POINTS. IF EITHER OF THE FUSED MONSTERS HAVE UNUSED POINTS, A QUARTER OF THE POINTS WILL BE PASSED ALONG TO THE SYNTHESIZED MONSTER.



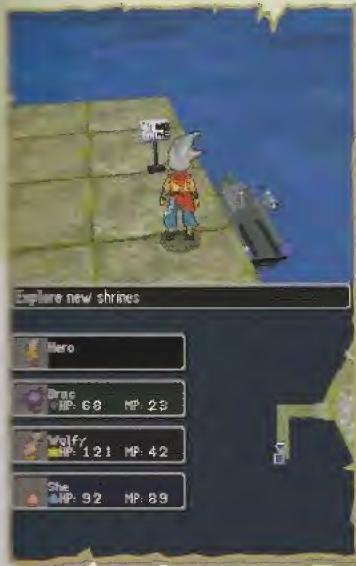
EQUIP
IF YOU HAVE THE WEAPONS AVAILABLE, MAKE SURE YOUR MONSTERS ARE USING THEM. WEAPONS GIVE YOUR MONSTERS MORE ATTACK POWER.

SWITCH SUBSTITUTES
JUST LIKE FROM THE MAIN MENU, YOU CAN USE THIS TO BRING IN AN ALTERNATE.



SIME

THE JETTIES



To travel between the islands, you need to take the sea scooters parked at jetties around the outside of islands. Domus Isle lies in the middle of the archipelago and connects to four of the islands by sea scooter routes. The rest of the islands are connected by more routes. Refer to the map of the islands to see all of the ways that you can move between them (at the start of the walkthrough).

THE HERO'S SPELLS AND ABILITIES

ZOOM

TELEPORTS YOU TO THE LAST SCOUTPOST YOU VISITED. (ONLY WORKS OUTSIDE.)



Complete the shrine on Aeroph Isle and defeat the golem to receive a copy of 'How to Zoom.'

EVAC

TELEPORTS YOU OUT OF TOWERS, CAVES, AND DUNGEONS.



Complete the shrine on Palash Isle and defeat the moosifer to receive a copy of 'The Joy of Evac.'

WHISTLE

CALES NEARBY MONSTERS WITH A CHEERFUL WHISTLE.



Complete the shrine on Celeste Isle or Fert Isle and defeat the great dragon or Fert Isle and defeat the demon-at-arms to receive a copy of 'Whistling for Dummies.'

VANISH

HIDES YOUR PRESENCE FROM MONSTERS.



Complete the final shrine on Celeste Isle or Fert Isle, depending on which island you completed first, to receive a copy of 'The Art of Vanishing.'

CHESTS

All around the islands, you come across chests with items inside. There are three different types of chests that you will find.

BROWN CHESTS

These hold lesser items or gold coins. The item inside is random and the chest will reappear when you revisit that island.



RED CHESTS

These hold better items and they do not reappear. The items contained within the red chests are listed in the walkthrough for each island.



BLUE CHESTS

These chests hold darkonium crystals. For the Monster Scout Challenge, you need to find 10 of these to qualify for the finals. After you find 10, the rest can be sold for 3500 ⚡ each.



SEEDS OF SKILL

At night time only, shining seeds are scattered around the islands. Pick one up and use it on a monster to give that monster three skill points. These items regenerate upon later visits to the island. Refer to the island maps to find the locations of these seeds.



NIGHT AND DAY

As time passes, day becomes night and night becomes day. There are some key differences between the two times as explained in this table:

Event/Object	Day	Night
Enemies	Enemies appear based on danger level of the island	Slightly stronger enemies appear
People in town	Awake and working	Some are asleep
Rival Masters	Out and about	Do not appear
Seeds of Skill	Not available	Appear
Department Store on Domus Isle	Open	Closed
Pirate assault	None	Yes

THE SCOUTPOST

Most of the islands have a scoutpost where you can heal your monsters for free, save your game, and much more. The following utilities are available in each scoutpost:

Information Desk



When you investigate an information desk, your team is automatically healed. You also have the following options:

SAVE	Save game data to the adventure log. Unlike Quick Save, once you have used this save the information is saved forever.
REST	Rest for a while to pass time between night and day. There are different monsters available at night, plus skill seeds populate the islands after dark.
CHANCE ENCOUNTER	Use DS Wireless Communications to activate Chance Encounter mode. See the section on Chance Encounter later in this guide for more information.
HELP	View information on the Monster Scout Challenge. This gives you the basic rules and info on the MSC.
EXIT	Select this to leave the desk or just press B.

Gold Bank ATM



Here you can deposit your for safe keeping. You can also withdraw if you need to purchase something. If you fall in battle, you lose half of the money you were carrying, so it is a good idea to deposit your money when possible.

Monster Storage



This is a place to keep the monsters you scout. Monsters in storage gain experience points as you fight, though not as fast as substitutes, and far slower than active monsters. You are only allowed to keep a total of 100 monsters. Here you can do the following:

SWITCH MONSTERS	Switch monsters between your team and those in storage. You can have up to three monsters on your current team.
SUBSTITUTE	Select up to three alternates to take with you as you explore. These monsters can be substituted into your team at any time you are not actually fighting a battle.
VIEW	Select this when you want to see how all your monsters are doing. Monsters on your team are indicated with a flag and substitute monsters are shown with a two sided arrow.
RELEASE	Select this to release a monster from storage. If you get close to the 100 monster limit, you may want to release a monster or two to make room for new recruits.
HELP	View information on storage and substitutes.
EXIT	Exits monster storage.

Monster Synthesis



Here you can combine two monsters to create a completely different monster. This allows you to create some monsters that you won't find elsewhere. See the section on synthesis later in this guide for more detail. Here you can do the following:

SYNTHESISE	Fuse two monsters together to create a different one. Select a positive and negative monster to combine together or substitute one with a neutral monster—though two neutral monsters cannot be fused together. Then you have up to three choices of monsters to create. Once they are synthesized, you need to pick three skills to give to the newborn.
SYNTHESIS PICKS	Synthesise monsters using combinations recommended by our expert staff. Later in the game, the staff of Monster Synthesis gives you suggestions on which monsters to synthesise.
HELP	Learn all about synthesising.
EXIT	Exits monster synthesis.

Item Shop



Each scoutpost has a vending machine that sells/buys items and weapons. Select Buy to purchase items and weapons with your hard earned . Select Sell to make some money off of items or weapons that you no longer want. Check out the items and weapons section in this guide for information on all of the stuff that you can buy from these shops.

Den



In the back room of each scoutpost there are fellow scouts lounging around and a bulletin board. Read the bulletin board to find out who is leading the challenge, plus get announcements and news on what is going on in the archipelago.

You will also run across a scout at the side table. Talk to this scout to become friends and possibly trade monsters the next time you meet.

MEDICAL CONSOLE

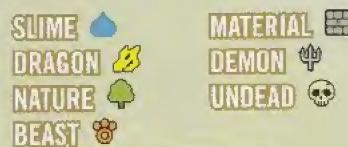


On Infern Isle and the north side of Celeste Isle, you will find a Medical Console. Investigate these to fully heal your team.

MONSTER FAMILIES

9 : Frou-fry	Rank F
Skills	Icemaster
Traits	None
Able to equip:	???
How to synthesise:	Komodo Drocky etc.
Found on:	???

There are seven families of monsters found among the Green Bays archipelago. Each family has its own traits, resistances, and effect on what new monster is created when synthesised. They are:



MONSTER STATS

When you select a monster on the bottom screen, its information is shown on the top screen. It gives you the following information:

BASIC INFORMATION

ATTRIBUTE	NOTES
Name	The monster's name
Charge	The monster's animal attraction (+ for positive, - for negative, and for neutral)

FAMILY	THE FAMILY THAT THE MONSTER BELONGS TO.
Rank	Monsters are ranked in this order (from weakest to strongest) F-E-D-C-B-A-S-X. Sometimes, the rank letter is followed by numbers such as +1 or +2. This means that the monster is a particularly strong member of that rank, and the higher the number, the more powerful it is.
Lv	Current level of the monster.
HP	Current HP/Maximum HP. When the current HP reaches zero, the monster can no longer fight until it is revived.
MP	Current MP/Maximum MP. Monsters consume MP when they use spells and abilities.

Wulfry	Rank F+
Wulfspade	LV 39 MP: 242/248 MP: 142/342
Attributes	
Attack	275
Defense	459
Magic	369
Speed	186
Equipment	Metal Talons
Skills	Wulfspade, Fury Boost
Exp	452,807
Next Lv	453,257
Fulfill Sultone's requirements	
Items	Open the chest to claim rewards.
Wulf	Wulf
User	User
Mr. Hulk	Mr. Hulk

MONSTER ATTRIBUTES

ATTRIBUTE	NOTES
Attack Power	The higher the number, the more damage the monster can inflict on an enemy.
Defense	The higher the number, the less damage the monster suffers when attacked.
Speed	The higher the number, the faster the monster can attack.
Magic	The higher the number, the more devastating the monster's magic becomes.
Equipment	The weapon that is currently equipped by the monster.
Skills	The skill sets possessed by the monster. (Note: Skills are sets of spells, abilities, and attribute bonuses.)
Exp	The total experience points accumulated by the monster.
Next Lv	The number of experience points needed to reach the next level.
Spells and Abilities	Spells and abilities acquired. Check out our Spells and Abilities section for more information.
Traits	Special characteristics of the monster type.
Resistances	Special resistances possessed by the monster.
Skills A/B/C	Skills acquired by the monster, and their level of development. See our Skills section for more information.
Synthesis Record	A chart showing the monster's synthesis history with a generation or two of the original monsters that were fused to create the current monster.

EQUIPPING WEAPONS

There are seven different types of weapons that you will come across in your adventures:

SWORDS
SPEARS
AXES
HAMMERS

WHIPS
CLAWS
STAVES



Be sure to equip your active team members with weapons to increase their attack power. Check out the Weapons section later in this guide for additional information on all of the weapons.



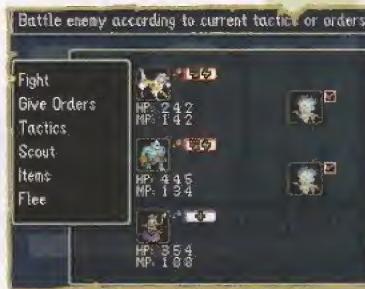
Certain kinds of weapons may only be used by certain monsters. You can find out which weapons a monster can equip by looking in the bestiary section of this guide, or by viewing the Library option in the main menu.

BATTLE



As you explore most of the islands, you may discover monsters wandering around. If you touch one, you will enter a battle with that monster or team of monsters—up to three opponents. If you can outrun the monster, you can avoid getting into a fight.

Battle Menu



they have left. Watch your HP. If it gets low, use a healing item or spell to replenish any lost hit points.

FIGHT

SELECT THIS OPTION TO HAVE YOUR TEAM BATTLE THE ENEMY ACCORDING TO THEIR CURRENT TACTICS OR ORDERS. YOU ALWAYS NEED TO END WITH THIS OPTION TO START THE ROUND.

GIVE ORDERS

ISSUE ORDERS TO THE MONSTERS IN YOUR CURRENT TEAM. SELECTING THESE OPTIONS GIVES YOU THE FOLLOWING COMMANDS:



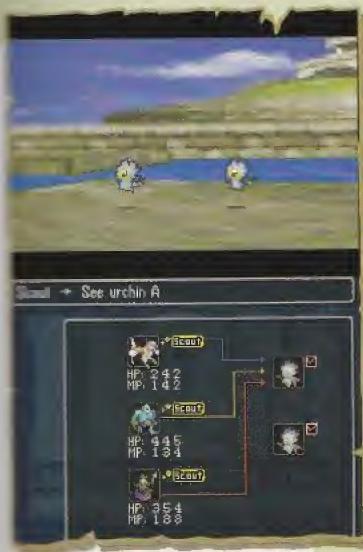
Attack	Physically attacks a single enemy or multiple enemies if that monster's weapon allows.
Defend	Halves the damage received by the defender. You may use this option, if this monster isn't doing much damage to the enemy or is running low on HP and can't be healed.
Spells/Abilities	You can select one of the monster's spells or abilities to use against the enemy, or on one of its teammates.
Skip	Press Y to have that monster fight on its own based on its current tactic.

TACTICS

YOU CAN CHANGE THE TACTICS OF THE MONSTERS IN YOUR CURRENT TEAM JUST LIKE YOU CAN OUTSIDE OF BATTLE.

SCOUT

ATTEMPT TO SCOUT AN ENEMY MONSTER. WHEN SELECTED, EACH OF YOUR MONSTERS ATTACKS AN ENEMY, BUT THEY DO NOT DO ANY DAMAGE. THIS IS AN ATTEMPT TO IMPRESS THAT ENEMY SO THAT IT JOINS YOUR TEAM. THE STRONGER YOUR MONSTER IS, THE MORE IMPRESSED IT WILL BE. YOU CAN USE PSYCHE UP OR THE OOMPH SPELL TO INCREASE THOSE CHANCES.

**ITEMS**

AN ITEM THAT THE HERO HAS IN HIS HANDS. THE ITEM WILL BE USED BEFORE ANY FIGHTING TAKES PLACE THAT ROUND.

ESCAPE

ATTEMPT TO ESCAPE FROM THE BATTLE. IF YOU ARE GETTING BEAT DOWN, YOU MAY WANT TO USE THIS OPTION TO GET OUT WITHOUT LOSING HALF YOUR MONEY.

**Status Effects**

Sometimes an enemy may hit you with a status ailment, or an ally can cast a beneficial status effect on a teammate. You can also cast status ailments on the enemy. All status effects go away after a battle and some even go away after a few turns. Here is a partial list of the status effects that you will encounter in the game.

STATUS	EFFECT
TENSION	Use the Psych Up ability to increase a monster's tension, making its next attack stronger. There are four levels of tension increase: +5, +20, +50, and +100. Once you attack, your tension returns to normal.
INCREASE ATTACK	Use the Oomph spell to increase the attack power of a fellow monster for a few rounds.
DECREASE ATTACK	Lower an enemy's attack power for a few rounds.
INCREASE AGILITY	Raise the agility of a fellow teammate.
DECREASE AGILITY	Make an enemy slower to attack.
VULNERABLE TO MAGIC	Decrease the enemy's resistance to offensive spells.
POISON	The victim loses HP after every action. It can be cured by using Squelch or an antidotal herb.
PARALYSIS	The victim is unable to move. It can be cured with Tingle or a moonwort bulb.
CONFUSION	The victim becomes confused and will not follow orders for several turns.
SHOCKED	Frozen in fear, the victim can't move for a round.
SLEEP	The victim falls fast asleep for several turns.
FIZZLE	The victim is unable to cast spells for several turns.
DANCE	The victim gets bitten by the dancing bug, and refuses to obey any orders for one turn.

Each type of monster has certain resistances that can block specific status ailments. For example, to be more effective against a monster that casts a confusion spell, use a monster that has the confusionproof resistance.

Experience and Skill Points

After each battle, you are awarded experience points and —the amount of each depends on the monster(s) that are defeated. For each island, the monsters that you face and how much experience and you receive are listed in each section of the walkthrough. This experience amount is divided among all of your monsters in your current team. Substitute monsters also get experience, but to a lesser extent. Monsters in storage will get a little experience, but not nearly as much as those in the field. As you reach certain levels of experience points, your level goes up and your attribute stats increase. At some levels you earn skill points according to the following table:



LEVEL	SKILL POINTS	
	2-SKILLED MONSTER	3-SKILLED MONSTER
5	5 (5)	7 (7)
8	8 (13)	11 (18)
11	6 (19)	8 (26)
15	8 (27)	11 (37)
17	6 (33)	8 (45)
20	6 (39)	8 (53)
21	10 (49)	14 (67)
25	6 (55)	8 (75)
26	8 (63)	12 (87)
30	10 (73)	14 (101)
35	8 (81)	12 (113)
38	6 (87)	8 (121)
39	6 (93)	8 (129)
40	7 (100)	10 (139)
43	8 (108)	12 (151)
46	8 (116)	12 (163)
47	6 (122)	8 (171)
50	8 (130)	11 (182)
54	4 (134)	6 (188)
58	4 (138)	6 (194)
62	5 (143)	7 (201)
65	4 (147)	6 (207)
69	6 (153)	8 (215)
74	6 (159)	8 (223)
79	4 (163)	6 (229)
84	4 (167)	6 (235)
86	4 (171)	6 (241)
91	6 (177)	8 (249)
95	4 (181)	6 (255)
99	6 (187)	8 (263)



As you can tell from the above table, another advantage to synthesised monsters is the number of skill points they earn. The total number of skill points is shown for each level in parenthesis.

After you go up a level, and earn skill points, you are taken to a screen where you can allocate the points. Select which skill you want to put the points toward and press right. You are shown how many points you need to reach the next spell, ability, or attribute bonus. Check out the Skills section of this guide for a full listing of the skill sets.

Put the points into the skills that you want to pass on to a new monster, or into skills that you are trying to max out to earn new skills—such as maxing out Fire to get Fire II. If you don't plan to pass on a particular skill through synthesising, then you may not want to put points into that skill—since these points would not be passed on.

There are four different bonuses that your monster earns as you allocate points into their skills; Spells, Abilities, Attribute Bonuses, and the rare trait. Spells are attacks that your monster casts. Abilities are physical attacks such as the slash or dance abilities. Attribute Bonuses boost one of the monster's stats, such as HP or MP. Some skill sets give another trait for the monster.

Max Stats

There are maximum stats that your monster can have for each attribute. Here is a table showing max stats for some monsters.

MONSTER	HP	MP	ATTACK	DEFENSE	SPEED	WISDOM
ATLAS	999	380	999	999	550	440
NIGHT CLUBBER	999	350	999	999	500	350
BEETLEBULLY	940	470	920	999	680	480
BLACK DRAGON	999	420	840	940	700	600
CAPTAIN CROW	870	700	800	880	820	420
MORTAMOR	780	999	540	800	999	999
DON MOLE	950	600	900	980	500	540
DURAN	880	550	880	950	680	900
DHOULMAGUS	680	850	680	830	680	980
DRAGONLORD	930	550	880	999	680	800
DRAGOVIAN LORD	920	660	880	820	710	710
ESTARK	880	300	900	800	480	600
GARUMAZO	800	700	700	620	600	999
DRAKULARD	999	380	940	999	600	530
GEM SLIME	64	999	999	999	999	999
GRANDPA SLIME	940	999	420	900	620	740
ROBBIN' HOOD	860	580	900	950	800	500
KHALAMARI	950	680	880	900	450	610
KILLING MACHINE	790	390	740	850	800	600
KING SQUID	999	600	900	730	550	500
DARKONIUM SLIME	64	999	750	999	999	999
ETAL KING SLIME	56	999	600	999	800	999
NIMZO	830	520	780	800	450	630
BOH-JUMBOE	920	600	999	999	350	800
OGRODEMIR	740	860	680	830	480	915
PSARO	960	450	999	950	730	450
RHAPTHORNE	760	999	510	950	999	999
THORNE (2ND FORM)	940	400	820	800	350	650
RUIN	999	550	999	900	500	500
MALROTH	890	850	750	850	560	700
TRAP BOX	920	660	780	850	680	740
NIGHT KING	700	999	200	900	900	999
WILDCARD	900	625	800	999	760	800
ZOMA	680	660	740	900	700	999



RIVAL MASTERS

As you progress through your adventure, you will come across rival masters in the dens of the scoutposts and out doing their own fighting and scouting. Masters that you find in the den, standing next to the table on the right, want to befriend you and then exchange monsters. Masters that you find around the island want to battle. Refer to the Rival Masters and Exchangers sections of this guide for more information on these fellow scouts.



SCOUTING

This is what the game is all about—scouting different monsters to build the best team possible. The ease of scouting an enemy depends greatly on that monster.



Select Scout from the battle menu and then choose the monster that you want to join your team. Each of your monsters will attack that enemy in an attempt to impress it, in the hope that it will join. A scout gauge appears at the top right of the upper screen showing the odds of scouting success in the form of a percentage.



Even if it reads 1%, you still have a slight chance, but the closer to 100% you get, the better your odds of scouting the monster.



The stronger your monsters are, the more likely you will have success in scouting. If you are having trouble scouting an enemy, you can level up your monsters and try again for a better chance. You can also increase your odds by using the Psyche Up and/or Oomph abilities. These will make your monster's attack power greater, which makes your attack more impressive. If you damage an enemy before scouting it, this also improves your chances of success.



Once you have successfully scouted an enemy, you are given the chance to name that monster. You can also have the game create a name for you, by leaving the name blank.



ADD TO TEAM

THE SCOUTED MONSTER JOINS YOUR CURRENT TEAM, BUT YOU MUST MAKE ROOM FOR IT BY SENDING A MONSTER TO STORAGE.

SET AS SUBSTITUTE

THE SCOUTED MONSTER BECOMES A SUBSTITUTE, BUT IF YOU DON'T HAVE ROOM, YOU MUST SEND A SUBSTITUTE TO STORAGE.

SEND TO STORAGE

SEND THE SCOUTED MONSTER STRAIGHT TO STORAGE.

RELEASE

IF YOU DECIDE YOU DON'T WANT THE MONSTER, OR YOU DON'T HAVE ROOM IN STORAGE, YOU CAN RETURN THE MONSTER TO THE WILD.



The scouted monster often comes with unused skill points. If you plan to use the scouted monster, spend its skill points on the spells and attribute bonuses that you want.

If you fail to scout the monster, and his tension rises because of it, you are unable to scout it again during that fight. Plus, its attack will be stronger due to the raised tension. If you fail to scout the monster and

it doesn't seem to care, you can attempt to scout the monster again during that battle.

MONSTER SYNTHESIS



Another way to get new and exciting monsters is to synthesise two other monsters. Some monsters can only be made through synthesis. You can do this at a Monster Synthesis desk in any scoutpost. Select Synthesise from the menu, then you must select the two monsters that you want to fuse together.



Only monsters that have reached level 10 can be used. Remember that both of the parents will disappear after the synthesis process.

You must select one positive and one negative. You can also replace one of these with a neutral (+), but you can't synthesise two neutrals together.

Once you have the two "parents" selected, you are shown up to three choices for the result. If the word

"new" appears next to the rank, it is not in your library. This is a good way to fill out your library.



The resulting monster will have a number to the right of its rank, signifying the added strength of the monster. Every time a monster goes through synthesis, one is added to this number. So if you fuse a Rank D +1 with a Rank B, the result may be a Rank B +2.



After the monster has been synthesized, you must name it. Again, if you don't have a name for it, you can have the game name it for you. After you name it you can select three skills for the monster.

How the Family is Decided in General Synthesis

When you fuse two monsters together, you get three choices for the newly synthesized monster. Here is how they are decided—now stick with me here:



The first choice is from the same family as the positively charged monster. It has a strength rating that is higher than the highest ranked parent. Of all of the monsters that fit these criteria, it will be closest to that highest ranked parent.

The second choice is from the same family as the negatively charged monster. It has a strength rating higher than the highest ranked parent. Of all of the monsters that fit these criteria, it will be closest to that highest ranked parent.

The final choice is decided according to the following chart. The top row is the negatively charged monster and the left column is the positively charged monster. If the two parents are of the same family, then you only get one choice for the newborn. Unlike the first two choices though, this monster just needs to be higher than the lowest strength rating of the two parents. Of all of the monsters that fit these criteria, it will be closest to that lowest ranked parent.

The strength rating of all of the monsters is shown on page 204 of this guide.

NEGATIVE POSITIVE	SLIME	DRAGON	NATURE	BEAST	MATERIAL	DEMON	UNDEAD
SLIME FAMILY	Slime	Material	Dragon	Zombie	Demon	Undead	Beast
DRAGON FAMILY	Material	Dragon	Beast	Material	Demon	Undead	Slime
NATURE FAMILY	Dragon	Beast	Nature	Dragon	Beast	Slime	Demon
BEAST FAMILY	Undead	Material	Dragon	Beast	Nature	Dragon	Material
MATERIAL FAMILY	Demon	Demon	Beast	Nature	Material	Nature	Slime
DEMON FAMILY	Undead	Undead	Slime	Dragon	Nature	Demon	Nature
UNDEAD FAMILY	Beast	Slime	Demon	Material	Slime	Nature	Zombie

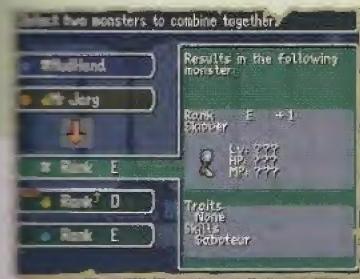
If there isn't a monster of that family with a strength rating higher than the deciding parent, the resulting monster will be as follows:



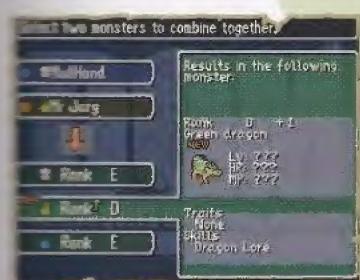
FAMILY	RESULTING MONSTER
Slime	king bubble slime
Dragon	great dragon
Nature	yabby
Beast	buffalogre
Material	living statue
Demon	gracos
Undead	tortured soul

FOR EXAMPLE

YOU MAY DECIDE TO FUSE TOGETHER A POSITIVE MUDDY HAND (UNDEAD FAMILY, STRENGTH RATING: 37) WITH A NEGATIVE JARGON (DRAGON FAMILY, STRENGTH RATING: 47). THE JARGON HAS THE HIGHER STRENGTH RATING, SO IT BECOMES THE DECIDING PARENT. YOUR CHOICES BECOME:



CHOICE 1: The family is undead, since the positively charged monster is undead. It must have a higher strength rating than the jargon. Refer to the table in the back of this guide to find the first undead monster with a strength rating above the jargon. Therefore, the first choice is a **SKIPPER**.



CHOICE 2: The family is dragon, since the negatively charged monster is a dragon. It also must have a strength rating higher than the jargon. The next dragon family monster higher than the jargon is the **GREEN DRAGON**.



CHOICE 3: The positive parent is of the undead family and the negative parent is dragon family. According to the previous chart, the result must be of the slime family. This choice just needs to be higher than the lower rated parent. So, the final choice would be a **DRAKE SLIME**, since it is the next slime monster above the muddy hand.

If you want a newborn monster to be a certain charge, have one of the parents hold the Plus sceptre or Minus sceptre depending on which charge you want.

How the New Monster's Skills are Decided

After you have named your new monster, you must pick three skills for that monster. You can choose from the following skills:

SKILLS HELD BY THE PARENTS.

SKILLS INITIALLY HELD BY THE NEW MONSTER TYPE.

SKILLS RAISED BY ONE STAGE IF CERTAIN CONDITIONS ARE MET.

SKILLS ADDED IF SPECIAL CONDITIONS ARE MET.

If a parent has one of the following skills and if that skill has been completed—maxed out the skill points for that skill, then that skill advanced by one stage is offered as option C.

- 1 FRIZZ & BANG (3 STAGES)
- 4 FRIZZ & WOOSH (3 STAGES)
- 7 FRIZZ & ZAP (3 STAGES)
- 10 FRIZZ & ZAM (3 STAGES)
- 13 BANG & WOOSH (3 STAGES)
- 16 BANG & CRACK (3 STAGES)
- 19 BANG & ZAP (3 STAGES)
- 22 BANG & ZAM (3 STAGES)
- 25 WOOSH & CRACK (3 STAGES)
- 28 WOOSH & ZAP (3 STAGES)
- 31 WOOSH & ZAM (3 STAGES)
- 34 CRACK & ZAP (3 STAGES)
- 37 CRACK & ZAM (3 STAGES)
- 40 FIRE (3 STAGES)
- 43 ICE (3 STAGES)
- 46 BREATH (3 STAGES)
- 69 ANTIMAGIC (2 STAGES)
- 111 WULFSPADE (2 STAGES)
- 113 HAWKHART (2 STAGES)
- 115 DIAMAGON (2 STAGES)
- 117 CLUBDON (2 STAGES)
- 142 ATTACK BOOST (3 STAGES)
- 145 DEFENCE BOOST (3 STAGES)
- 148 AGILITY BOOST (3 STAGES)
- 151 WISDOM BOOST (3 STAGES)



If a parent has skill points in a certain skill and you pass that skill on to the newborn, then half of the total number of points applied to that skill are passed on—the result is rounded down to a whole number. Also, if both parents have a certain skill with points applied to it, then they are added together. If this results in a number that would complete that skill, then the advanced stages of that skill become available (if applicable).

For example, if you synthesise the following two monsters:



SEASAUR

SKILLS	
Frizz & Bang	49 pts
Dragon Lore	0 pts
Attack Boost	19 pts



HEADHUNTER

SKILLS	
Frizz & Bang	0 pts
Attack Boost	31 pts
Woosh & Crack II	75 pts

The resulting monster and available skills are as follows:



RED DRAGON

SKILLS	
Frizz & Bang	24 pts
Dragon Lore	0 pts
Attack Boost	25 pts
Attack Boost II	0 pts
Woosh & Crack II	37 pts
Woosh & Crack III	0 pts
Seal	0 pts

The resulting skill choices and the skill points are explained as follows:



FRIZZ & BANG

BOTH PARENTS HAVE THIS SKILL, BUT THE TOTAL POINTS DO NOT COMPLETE THAT SKILL. THEREFORE, FRIZZ & BANG II IS NOT AVAILABLE. THE TOTAL SKILL POINTS IS HALVED AND ROUNDED DOWN TO 24.

DRAGON LORE

THIS IS PASSED ON FROM THE SEASAUR WITH THE 0 POINTS THAT WAS PREVIOUSLY APPLIED.

ATTACK BOOST

BOTH PARENTS HAVE THIS SKILL AND IT TOTALS TO 50 POINTS. SO THIS SKILL IS PASSED ON WITH HALF OF THE POINTS OR 25 POINTS.

ATTACK BOOST II

SINCE THE TOTAL BETWEEN THE TWO PARENTS IS 50 POINTS, THIS SKILL IS COMPLETE. THEREFORE, THE NEXT STAGE OF THIS SKILL, ATTACK BOOST II, BECOMES AVAILABLE WITH 0 POINTS.

WOOSH & CRACK II

THIS SKILL IS PASSED ON FROM THE HEADHUNTER WITH HALF OF THE 75 POINTS ROUNDED DOWN TO 37.

WOOSH & CRACK III

SINCE 75 POINTS COMPLETES THIS SKILL, THE NEXT STAGE, WOOSH & CRACK III BECOMES AVAILABLE WITH 0 POINTS.

SEAL

THIS IS THE SKILL INITIALLY HELD BY THE RED DRAGON.

THE SAME SKILL WILL NOT APPEAR TWICE AS CHOICES FOR YOUR NEWBORN. IT IS POSSIBLE THAT YOU ONLY HAVE TWO CHOICES, IF BOTH PARENTS HAVE THE SAME SKILL, AND IT IS THE SAME AS THE SKILL INITIALLY HELD BY THE RESULTING MONSTER. THERE ARE MANY DIFFERENT COMBINATIONS YOU CAN TRY TO SYNTHESISE NEW MONSTERS. USE MONSTER SYNTHESIS TO MAKE YOUR MONSTERS BETTER AND STRONGER—GIVING YOU A MUCH BETTER CHANCE IN THE MONSTER SCOUT CHALLENGE.

Remember to distribute skill points to your monsters before going through synthesis. Undistributed points are passed on to the newborn at 4 to 1. Distributed points are passed on at 2 to 1. If you don't plan to pass down a particular skill set, then you may want to pass on distributing points into that skill. That way the created monster gets a quarter of the unused points.

Special Synthesis

Certain combinations of parents result in a new monster that is completely different than what would have resulted from general synthesis. This is called Special Synthesis. There are many monsters that can only be created by this type of synthesis, and it is also how you achieve Rank S or X monsters. You can find these combinations in our Special Synthesis section at the end of this guide. Some combinations call for special synthesis of all four "grandparents."

Synthesis Picks



Once you have synthesized a total of 20 times, talk to the person at Monster Synthesis. A new selection is available called Synthesis Picks. Their expert staff has come up with three monsters that you can synthesise with your monsters.

Matchmaking Service



Once you open up the matchmaking service on Domus Isle, you can synthesise monsters through them. They offer five monsters that you can choose to synthesise with, then you offer up a monster that meets their requirement. The rest is the same as synthesising in a scoutpost. The nice thing about synthesising with this service is that you only lose the requirement monster that you offer up.

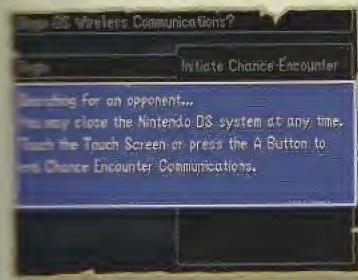
MULTIPLAYER

There are three different ways that you can fight against another player's monsters.

Chance Encounter



Select this option from the information desk at any scoutpost to put your Nintendo DS into Chance Encounter mode. Chance Encounter mode uses DS Wireless Communications to put you head-to-head with passing opponents.



If another player passes by with their Dragon Quest Monsters: Joker in Chance Encounter Mode, your game will download the other player's team information. After it is finished downloading you can square off against their team.

You can also scout a member of their team. Monsters scouted in Chance Encounter mode are treated as "guests." The guest icon appears next to guest monsters. If you use a guest monster for synthesis, the result will also be treated as a guest. Guest monsters cannot be used in the Wildcard World Cup.

You will need to remove the Incarnus from your team before you can use this option.

DS Wireless Play

You have two options in wireless play: Battle and Monster Trading. In Battle mode, you can fight against another player just as you would against a fellow rival in game. Select Monster Trading to swap monsters with other players.

BATTLE

You have three options for a wireless battle:



STANDARD BATTLE

Fight against one opponent in this mode. Each player may select up to three monsters to use in battle. The battle rules are customizable.

The player must host the game and the other selects Guest. After accepting the challenge, you have the following options:

FREE BATTLE

SEIZE VICTORY BY DEFEATING ALL OF YOUR OPPONENT'S MONSTERS.

SQUARE ENIX RULES

PLAY BY OFFICIAL RULES. THE RULES ARE LENGTH: 10 TURNS, REVIVE: OFF, GIVE ORDERS: OFF. YOU CAN THEN SWITCH OUT YOUR MONSTERS FOR SUBSTITUTES AND CHANGE EQUIPMENT.

CUSTOM RULES

HERE YOU CAN CHANGE THE FOLLOWING RULES:

LENGTH—NO LIMIT, 3 TURNS, 5 TURNS, OR 10 TURNS

REVIVE—ON/OFF—SELECT WHETHER OR NOT SPELLS AND ABILITIES SUCH AS KAZING AND SONG OF SALVATION CAN BE USED.

GIVE ORDERS—ON/OFF—SELECT WHETHER OR NOT ORDERS CAN BE ISSUED TO MONSTERS.

ELIMINATION TOURNEY

Compete against three or more opponents in this mode. Each player may select up to three monsters to use in battle. The first player to win five battles in a row is declared the victor.

Just like in a battle, you can switch out monsters and change equipment before the fight. You can also change the same rules.

BATTLE RECORD

This gives your record in Standard Battle and Elimination Tourney.

MONSTER TRADING

Swap monsters with other players using wireless communications. One player must host and the other must be the guest. Each player selects up to three monsters to trade to the other. Once you confirm the trade it will commence. After the trade, your game is automatically saved. Any monsters that are received are sent straight to storage.

Wildcard World Cup

WILDCARD WORLD CUP

Use Nintendo Wi-Fi Connection to access the Wildcard World Cup. Use the setup to configure your Nintendo DS to connect to Nintendo Wi-Fi. Then you can test your team against players around the world.

You are first taken to the lobby. You can then fight specially selected teams by downloading them to your system.

NINTENDO WFC SETUP

This menu allows you to configure the Nintendo Wi-Fi Connection settings. You can change your connection setup here or add a new connection. This is the same as for any other Nintendo DS game that uses Nintendo Wi-Fi Connection.

THE GREEN BAYS ARCHIPELAGO



Attacking Chests

Beware of the canniboxes and mimics that take the form of chests to lure adventurerers in for the kill.

123 CANNIBOX	
	RANK C B A S
LV. 13	HP 132 MP 12
ATTACK 105	DEFENCE 90
AGILITY 73	WISDOM 19
MAGIC Venom Breath, Whack	
EXP 185	GOLD 30
	Seed of strength
EASE OF SCOUTING 1.5	
SKILLS 78 Fear-monger, 145 Defence Boost	

133 MIMIC	
	RANK C B A S
LV. 18	HP 256 MP 34
ATTACK 168	DEFENCE 153
AGILITY 146	WISDOM 82
MAGIC Sweet Breath, Death Dance, Spooky Aura	
EXP 512	GOLD 76
	Medicinal herb
EASE OF SCOUTING 1	
SKILLS 95 Nightmare, 145 Defence Boost	

INFANT ISLE

An island inhabited by weak monsters. It's perfect for beginners.

INFANT ISLE OUTSIDE

Points of interest:

- 1. CELESTE ISLE
- 2. INFERNAL ISLE
- 3. DOMINISSE
- 4. FAUSTHUSLE
- 5. XEROPHUSLE
- 6. CHESTS
- 7. SCOUTPOST
- 8. ITEM SHOP
- 9. MONSTERS
- 10. CHECKPOINTS

LEGEND

- = CHECKPOINT
- = CHEST
- = MAP POINT

To Celeste Isle (North)

Rare king slime

Rare gigantes

Scoutmaster Shuffles

To Domus Isle

Monsters

SLIME	ROBBED	HADIES CONDOR	PLATYPUNK
LV: 1 HP: 100 MP: 20	LV: 10 HP: 190 MP: 24	LV: 16 HP: 144 MP: 23	LV: 1 HP: 100 MP: 2
ATTACK: 10 DEFENSE: 10	ATTACK: 104 DEFENSE: 132	ATTACK: 133 DEFENSE: 46	ATTACK: 10 DEFENSE: 10
ABILITY: 10	ABILITY: 12 DEFENSE: 10	ABILITY: 162 DEFENSE: 28	ABILITY: 10 DEFENSE: 10
ITEMS: 3 EXP: 0	ITEMS: 40 EXP: 240	ITEMS: 162 EXP: 150	ITEMS: 10 EXP: 0
Drop: Medium rare item	Drop: Medium rare item	Drop: Medium rare item	Drop: Medium rare item
Range of Scouting: 3	Range of Scouting: 5	Range of Scouting: 1	Range of Scouting: 1
Chests: 102 Stereo	Chests: 149 Attack Board	Chests: 110 Gun	Chests: 145 Defense Board

Monsters

MISCHIEVOUS MOLE	DRACKY	WINKY
LV: 1 HP: 100 MP: 0	LV: 15 HP: 120 MP: 0	LV: 21 HP: 120 MP: 0
ATTACK: 10 DEFENSE: 0	ATTACK: 35 DEFENSE: 0	ATTACK: 20 DEFENSE: 0
ABILITY: 14 SWINGS: 4	ABILITY: 20 DEFENSE: 14	ABILITY: 24 DEFENSE: 41
ITEMS: 3 EXP: 0	ITEMS: 10 EXP: 10	ITEMS: 24 EXP: 24
Drop: Rare item	Drop: Rare item	Drop: Rare item
Range of Scouting: 3	Range of Scouting: 5	Range of Scouting: 3
Chests: 41 Gears	Chests: 142 Attack Board	Chests: 142 Attack Board

Checkpoints

1. Scoutpost

Your first stop should be the scoutpost. Gear your gear and have a look around. Most islands have a scoutpost, where you can save, heal, deposit/redeem items, buy items, synthesize monsters, and store monsters. Eventually you will meet other scouts in the den that offer different monster exchanges. Talk to the people in the scoutpost to find out where you should go next. Your first objective is to take the Scout's Pledge.

① Overall Green Bay Islands map.

② This shows the danger level and can be any of the following: F, E, D, C, B, A, or S. F being the weakest monsters and S being the toughest.

③ Does the island have a scoutpost?

④ How many darkonium crystals will you find on the island?

⑤ The map that shows chest locations, the scoutpost, points of interest, and connections to other maps. There are numbered checkpoints marked on the maps that match up with the numbers in the text.

⑥ The points of interest that are shown on the map are listed here.

⑦ This lists the contents of the chests. Brown chests have a random item inside, so these are listed as random.

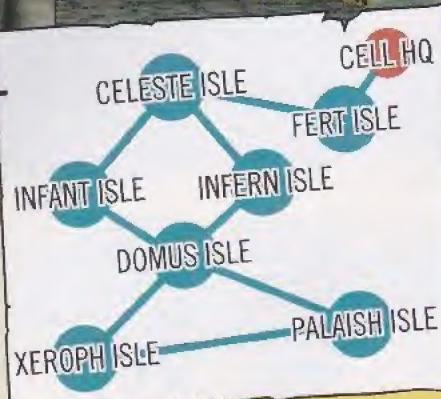
⑧ Shop listings. If there is a shop or two on the island, what is available at the shop is listed.

⑨ The monsters found on this map are listed here along with their stats. The level of the monsters that you find can vary slightly, therefore their stats will vary. The following for each monster are also listed: their spells, the experience & EXP earned, item dropped (an * means that item is a rare drop), the ease of scouting that monster (on a scale from 1 to 3 with 3 being the easiest to scout), and the skills that monster possesses. If the monster says rare, it doesn't show up as often. If the monster says one chance, once you scout or defeat it, it is gone.

⑩ The checkpoints refer to the numbers on the map. These are the locations on the island that need particular attention paid to them.



CELL HEADQUARTERS



An island that holds the CELL Headquarters—where the hero starts his adventure.

CELL HEADQUARTERS

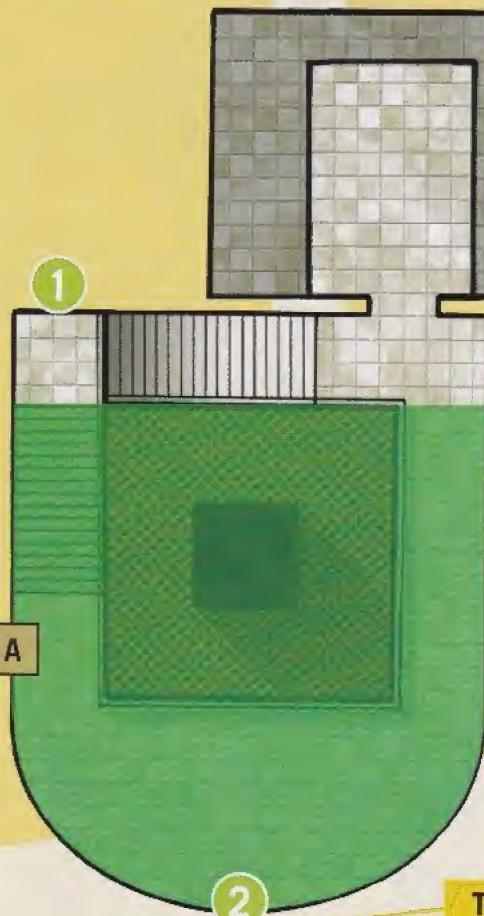
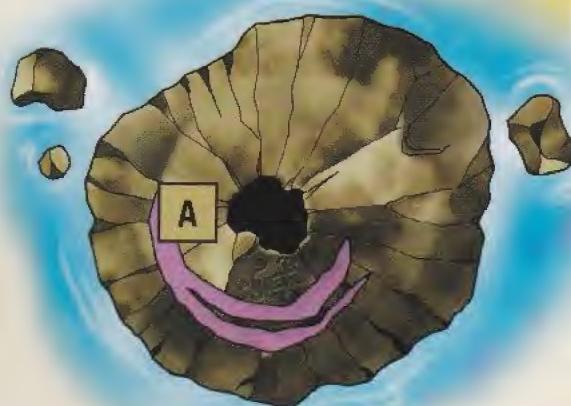
Points of Interest

WARDEN'S OFFICE

LEGEND

1 = CHECKPOINT

A = MAP POINT



CHECKPOINTS**1 The Adventure Begins**

Warden Trump gives the hero a scout ring and sends him off to enter the Monster Scout Challenge on Domus Isle. You can explore CELL Headquarters before heading down the elevator.



Warden Trump

I recall, the opening ceremony of the challenge is today.

2 The Jetty

Talk to the man at the jetty to get more information on your mission. Before boarding the sea scooter, he lets you choose between the following three monsters. Select one and board the sea scooter.



DRACKY		RANK	F	D	O	G	C	B	A
1	HP 24	MP 15							
ATTACK	14	DEFENCE	7						
AGILITY	18	WISDOM	14						
MAGIC	Dark Knight,								
	Agility Boost								
TRAITS	Artful Dodger								
RESISTANCES	Fizzleproof								

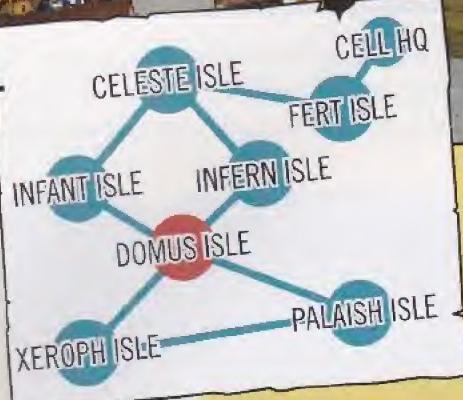
PLATYPUNK		RANK	F	D	O	G	C	B	A
1	HP 27	MP 16							
ATTACK	15	DEFENCE	10						
AGILITY	12	WISDOM	9						
MAGIC	Naturalist,								
	Defence Boost								
TRAITS	None								
RESISTANCES	Fizzleproof								

MISCHIEVOUS MOLE		RANK	F	D	O	G	C	B	A
1	HP 29	MP 12							
ATTACK	16	DEFENCE	8						
AGILITY	11	WISDOM	8						
MAGIC	Guerilla,								
	Attack Boost								
TRAITS	Psycho								
RESISTANCES	Dazzleproof								

MISCHIEVOUS MOLE



DOMUS ISLE

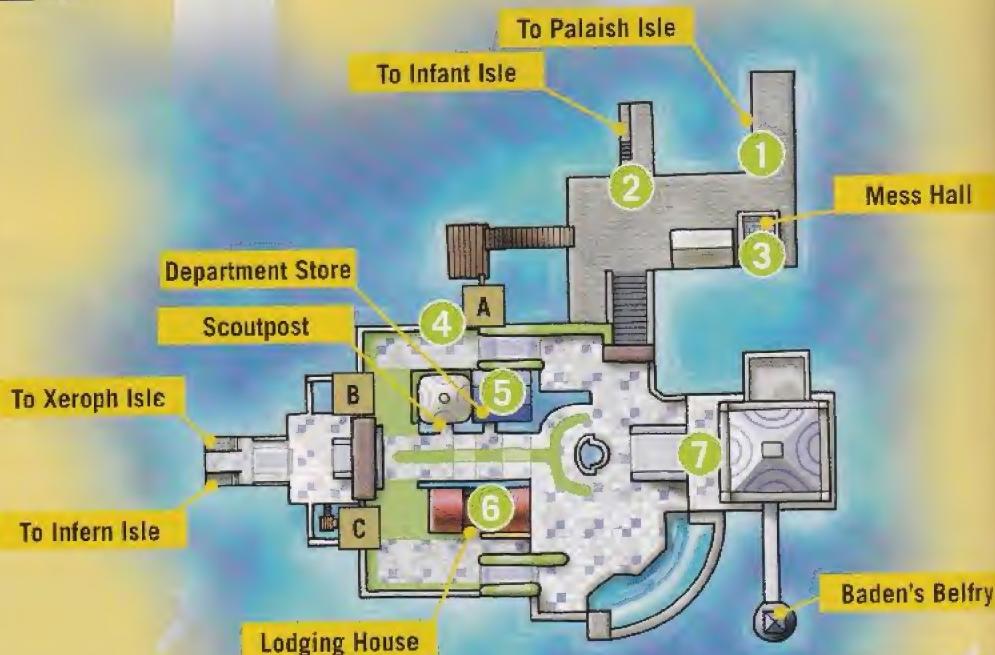


This area boasts the only major town in the islands, as well as Monster Scout HQ.

DOMUS ISLE

Points of Interest

- MESS HALL
- SCOUTPOST
- MSO HEADQUARTERS
- DEPARTMENT STORE/
MONSTER MATCHMAKING
SERVICE
- LODGING HOUSE
- BADEN'S BELFRY



Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Chimaera wing	Teleports you to the last scoutpost you visited. (Only works outside.)	25
Exodus	Teleports you out of the current tower, cave, or dungeon.	50
Cypress staff	Staff/4	150

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT

Department Store

Once you have completed the first shrine, the department store is open on Domus Isle during the day. Once you make it to the finals in the Monster Scout Challenge, new items are available at the shops. These are marked with an *. After you complete the main game, even more items become available. These are marked with an **.

Backpackers (Item shop)

Your one-stop item shop.

Item	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Strong medicine	Restores 60 HP to a single ally.	50
Medicine*	Restores 30 HP to all allies.	600
Agarasiel dew**	Restores between 100 and 120 HP to all allies.	3000
Magic elixir	Restores 30 MP to a single ally.	300
Sage's elixir*	Restores 90 MP to a single ally.	750
Elfin elixir**	Fully restores the MP of a single ally.	1260
Phinecea	Cures a single ally of all physical ailments.	550
Magic powder	Enchanted dust used to seal an enemy's magic.	100
Attack powder	Increases the attack power of a single ally.	900
Lord's penny	Increases one ally's resistance to enemy magic.	310
Lord's shilling*	Increases all allies' resistance to enemy magic.	960
Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
Insulade*	Increases all allies' resistance to fire and ice breath attacks.	1050

Lethal Weapons

The armoury on the island.

Weapon	Type/Attack Power	Cost (Gold Coins)
broadsword	Sword/30	2000
broadsword*	Sword/62	11200
s sword**	Sword/90	39000
spear	Spear/28	2300
lance*	Spear/57	9600
axe	Axe/23	990
axe*	Axe/52	6700
axe**	Axe/81	27500
hammer	Hammer/24	1540
hatchet*	Hammer/49	7300
cer maul**	Hammer/80	43000
steel	Whip/42	18800
claws	Claws/19	1150
claws*	Claws/43	5500
talons**	Claws/77	34500
staff	Staff/12	730
staff*	Staff/34	3600

Skilful Scribblings

Skill Scrolls Shop - the shop of choice for skill scroll lovers. Skill scrolls are magical manuscripts that allow you to teach your monsters new skills instantly. The shopkeeper accepts monsters in exchange for scrolls.

Scroll	Description	Exchange these monsters...
Warrior's scroll	Basic warrior techniques.	Rank C Slime Family x2
Mage's scroll	Basic mage techniques.	Rank C Demon Family x2
Priest's scroll	Basic priest techniques.	Rank C Nature Family x2
Martial artist's scroll	Basic martial artist techniques.	Rank C Material Family x2

CHECKPOINTS

1 Arrive at Domus Isle

You arrive at this jetty after leaving CELL Headquarters. Take a look around and talk to the town's folk.



The Green Bay's prehistoric logo consists of seven diverse islands.

2 Scout Challenge Delay

Talk to the lady near this jetty. She suggests that you go to Infant Isle while you wait for the challenge to begin.



* Perhaps you could go up to the Scout's Store

3 Mess Hall

Visit the mess hall to talk to other scouts and meet the extremely friendly waiter.



4**The Sewer**

There are three entrances to the sewer, but you are unable to get in until you collect 10 darkonium crystals.

**6****Lodging House**

Igor Folds lives in a downstairs apartment in this building. He claims to be Dr Snap's arch-rival. Talk to him to receive an elfin elixir.

**5****Department Store**

After you complete the first shrine the department store opens up for business during daylight. The stores carry extra items once you make the finals of the scout challenge. At this point, the Monster Matchmaking service is available upstairs.

**1****Monster Scout Organisation**

This building is the headquarters for the MSO. You can find Dr Snap's office downstairs and access to Baden's Belfry upstairs. Your first visit should be to the receptionist to register for the challenge.

**SEWER****Chests**

- + 8 GOLD COINS
- + GOLD NUGGET
- + SEED OF DEFENCE

Weapon Shop

Item/Weapon	Effect	Cost (Gold Coins)
Yggdrasil leaf	A mystical leaf that resurrects a single fallen ally.	1500
Positive Puller	Lures + monsters into battle.	7300
Think Negative	Lures - monsters into battle.	7500
Zombiesbane	Sword/36	3850
Hunting spear	Spear/40	4400
War hammer	Hammer/31	3200
Sidewinder	Whip/21	4000
Sacred claws	Claws/25	2500

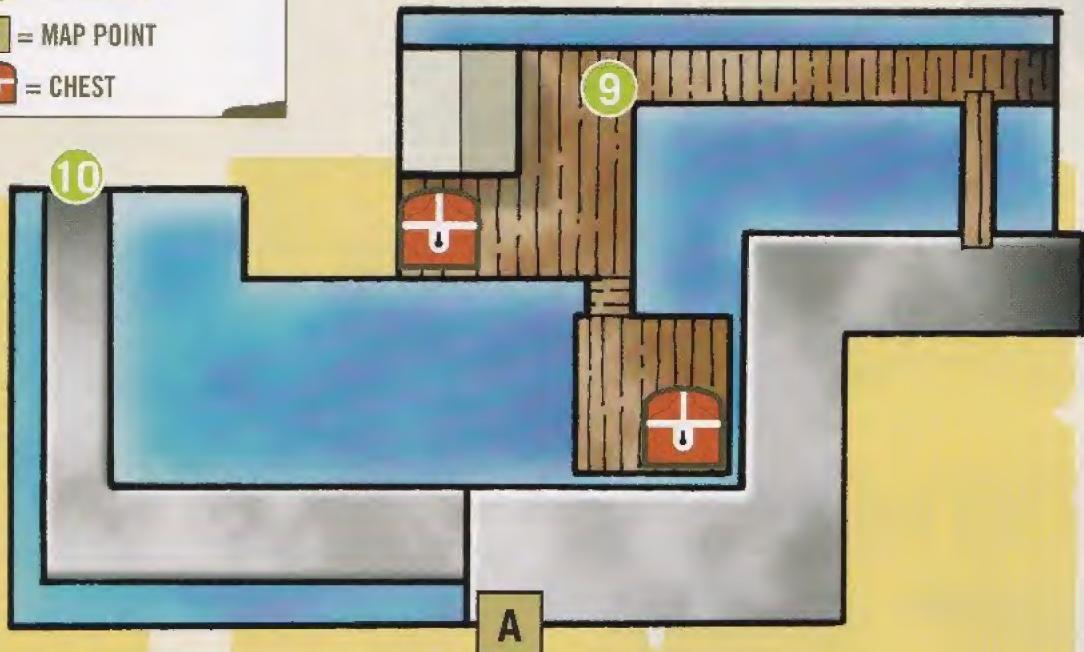


LEGEND

10 = CHECKPOINT

A = MAP POINT

C = CHEST



CHECKPOINTS

8 Weapon Shop

Visit the Weapon Shop on the west side of the sewers. Grab the gold nugget and seed of defence from the red chests too.



9 Satyr

Say "yes" to the satyr for an easy scout. As you talk to various people in the sewers, you can receive free monsters.



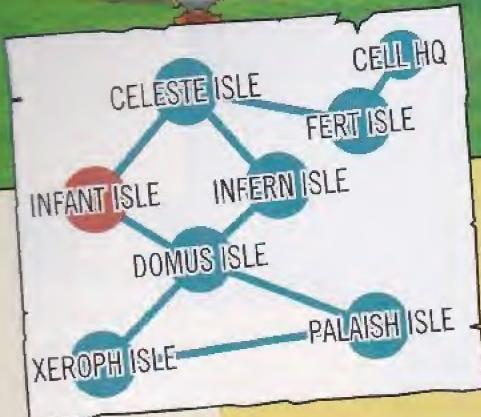
Somehow, Hero has managed to scout a satyr.

10 Locked Door

This door is locked. Rumor has it that there are some unusual monsters behind the door.



INFANT ISLE



DANGER LEVEL F
SCOUTPOST ✓
DARKONIUM 2

(Receive one after completing Problem 7 of the proficiency test.)

An Island Inhabitated by weak monsters. It's perfect for beginners.

INFANT ISLE OUTSIDE

Points of Interest

SCOUTPOST

SCOUTMASTER SHUFFLES

Chests

RANDOM X2

DARKONIUM CRYSTAL

To Celeste Isle
(North)

Scoutmaster Shuffles

Rare king slime

Rare gigantes

LEGEND

1 = CHECKPOINT

⊕ = CHEST

A = MAP POINT



Monsters

1 SLIME	
	RANK F
LV 1	HP 8 MP 0
ATTACK 8	DEFENCE 5
AGILITY 10	WISDOM 12
MAGIC none	
EXP 3	GOLD 1
	Medicinal herb
EASE OF SCOUTING 3	
SKILLS 102 Slimer, 142 Attack Boost	

16 KING SLIME (RARE)	
	RANK E
LV 20	HP 198 MP 84
ATTACK 108	DEFENCE 132
AGILITY 34	WISDOM 36
MAGIC Multiheal, Body Slam	
EXP 400	GOLD 250
	Medicinal herb/*Seed of life
EASE OF SCOUTING 1.5	
SKILLS 97 Cleric, 148 Agility Boost	

69 HADES CONDOR	
	RANK C
LV 16	HP 144 MP 33
ATTACK 133	DEFENCE 86
AGILITY 162	WISDOM 28
MAGIC Heal, Mercurial Thrust	
EXP 450	GOLD 288
	Medicinal herb/*Seed of agility
EASE OF SCOUTING 1.5	
SKILLS 60 Cure-all, 145 Defence Boost	

85 PLATYPUNK	
	RANK F
LV 1	HP 14 MP 5
ATTACK 13	DEFENCE 7
AGILITY 14	WISDOM 10
MAGIC None	
EXP 8	GOLD 2
	Medicinal herb
EASE OF SCOUTING 3	
SKILLS 103 Naturalist, 145 Defence Boost	

86 MISCHIEVOUS MOLE	
	RANK F
LV 1	HP 12 MP 0
ATTACK 11	DEFENCE 7
AGILITY 14	WISDOM 9
MAGIC Psyche Up	
EXP 6	GOLD 3
	Stone axe
EASE OF SCOUTING 3	
SKILLS 81 Guerrilla, 142 Attack Boost	

104 GIGANTES (RARE)	
	RANK E
LV 15	HP 353 MP 18
ATTACK 176	DEFENCE 8
AGILITY 0	WISDOM 7
MAGIC Hatchet Man	
EXP 444	GOLD 5
	Oaken club/*Seed of strength
EASE OF SCOUTING 1	
SKILLS 72 Anti-metal, 142 Attack Boost	

145 DRACKY	
	RANK F
LV 1	HP 14 MP 0
ATTACK 16	DEFENCE 9
AGILITY 20	WISDOM 14
MAGIC None	
EXP 10	GOLD 4
	Chimaera wing
EASE OF SCOUTING 3	
SKILLS 58 Dark Knight, 148 Agility Boost	

147 WINKY	
	RANK F
LV 4	HP 24 MP 7
ATTACK 28	DEFENCE 28
AGILITY 24	WISDOM 41
MAGIC Ping, Frizz	
EXP 24	GOLD 8
	Magic elixir/*Seed of wisdom
EASE OF SCOUTING 3	
SKILLS 74 Barricade, 151 Wisdom Boost	

17 GHOST	
	RANK F
LV 3	HP 28 MP 8
ATTACK 26	DEFENCE 7
AGILITY 22	WISDOM 22
MAGIC Tongue Lashing	
EXP 20	GOLD 6
	Moonwort bulb
EASE OF SCOUTING 3	
SKILLS 104 Graveheart, 142 Attack Boost	

175 STUMP CHUMP	
	RANK R
LV 2	HP 20 MP 8
ATTACK 16	DEFENCE 9
AGILITY 12	WISDOM 13
MAGIC None	
EXP 13	GOLD 10
	Medicinal herb
EASE OF SCOUTING 3	
SKILLS 108 Green Finger, 142 Attack Boost	

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Copper sword	Sword/10	270
Stone axe	Axe/7	120
Oaken club	Hammer/3	90
Stone claws	Claws/5	75

CHECKPOINTS

1 Scoutpost

Your first stop should be the scoutpost. Save your game and take a look around. Most islands have a scoutpost, where you can save, heal, deposit/withdraw items, buy items, synthesise monsters, and store monsters.

Eventually you will meet other scouts in the den that offer different monster exchanges. Talk to the people in the scoutpost to find out where you should go next. Your first objective is to take the Scout's Pledge.



2 Level Up and Scout

You will meet plenty of monsters along the way to fight and scout. After your monster has leveled up a few times, scout a couple of new monsters for your team.



3 Treasure Chests

There are treasure chests scattered around the islands that are marked on the maps. Brown chests, such as this one, regenerate every time you revisit an island. Blue and Red chests are empty after you open them once. There is a ladder blocked by crates, so you will have to find another way around the island for now.



4 Gigantes

Watch out for the gigantes that roams this area. It is the first rare monster you find, and at this point, he will take out your monster with one hit.



5 Access to Celeste Isle

After you have explored half of Celeste Isle, the bridge to the western section of the island becomes accessible. Grab the darkonium crystal from the blue chest. The sea scooter will take you to Celeste Isle (North).



6 Scoutmaster Shuffles

In this tent, talk to Scoutmaster Shuffles to take his Monster Scout Proficiency Test. See page 80 for complete coverage of the test. A scout in the tent informs you that the ladder just ahead is now unblocked. This gives you quick access to the scoutpost for healing and saving.



7 Solitaire

Find Solitaire, a fellow challenge rival, trying to scout a unique looking monster. After meeting Solitaire, examine the stone to take the Scout's Pledge. Next, you find out that the opening ceremonies are about to begin—good timing.



Hero comes upon a scout attempting to recruit a monster...

CAVE



Chests

CYPRESS STAFF

LEGEND

1 = CHECKPOINT

A = MAP POINT

⊕ = CHEST



8 Lips and Shadows



Watch out for the Lips and Shadows that appear in your path. These can be tough fights, if you aren't ready for them.



116 SHADOW

	RANK F		
LV 3	HP 18	MP 5	
ATTACK 20	DEFENCE 17		
AGILITY 23	WISDOM 38		
MAGIC Crack			
EXP 15	GOLD 13		
	Antidotal herb		
EASE OF SCOUTING 3			
SKILLS 94 Reaper, 145 Defence Boost			

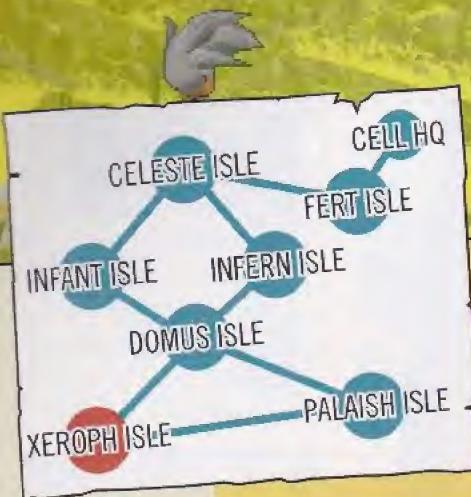
145 DRACKY

	RANK F		
LV 1	HP 14	MP 0	
ATTACK 18	DEFENCE 7		
AGILITY 20	WISDOM 22		
MAGIC None			
EXP 10	GOLD 4		
	Chimaera wing		
EASE OF SCOUTING 3			
SKILLS 58 Dark Knight, 148 Agility Boost			

146 LIPS

	RANK F		
LV 1	HP 26	MP 7	
ATTACK 14	DEFENCE 4		
AGILITY 19	WISDOM 11		
MAGIC Tongue Lashing			
EXP 18	GOLD 15		
	Cypress staff		
EASE OF SCOUTING 3			
SKILLS 76 Hypnotist, 151 Wisdom Boost			

XEROPH ISLE



DANGER LEVEL E

SCOUTPOST ✓

DARKONIUM

3

(Receive one after completing Rank C of Battle Arena.)

A bowl-shaped desert island inhabited by a variety of monsters.

XEROPH ISLE

Points of Interest

SCOUTPOST

BATTLE ARENA

SHRINE

Chests

RANDOM X2

DARKONIUM CRYSTAL

SEED OF WISDOM

To Palaish Isle

Shrine

Scoutpost

To Domus Isle

Battle Arena

LEGEND

1 = CHECKPOINT

A = MAP POINT

⊕ = CHEST

★ = SEED OF SKILL

human = RIVAL



Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Chimaera wing	Teleports you to the last scoutpost you visited. (Only works outside.)	25
Exodus	Teleports you out of the current tower, cave, or dungeon.	50
Divine dagger	Sword/13	530
Iron lance	Spear/9	310
Woodcutter axe	Axe/14	650
Sludgehammer	Hammer/12	400
Leather whip	Whip/2	380
Cypress staff	Staff/4	150

Monsters

HEALSLIME	
RANK	F
LV	4
HP	28
MP	255
ATTACK	24
DEFENCE	16
AGILITY	31
WISDOM	45
MAGIC	Heal, Fire Breath, Sweet Breath
EXP	18
GOLD	19
Skills	Medicinal herb
EASE OF SCOUTING	3
SKILLS	59 Healer, 148 Agility Boost

KOMODO	
RANK	F
LV	3
HP	42
MP	9
ATTACK	35
DEFENCE	20
AGILITY	30
WISDOM	14
MAGIC	None
EXP	30
GOLD	25
Skills	Stone claws
EASE OF SCOUTING	2.5
SKILLS	63 Defender, 142 Attack Boost

SKELEGON (RARE)	
RANK	F
LV	5
HP	128
MP	8
ATTACK	72
DEFENCE	98
AGILITY	32
WISDOM	4
MAGIC	Cool Breath, Fire Breath
EXP	183
GOLD	61
Skills	Zombiesbane
EASE OF SCOUTING	1
SKILLS	37 Crack & Zam, 142 Attack Boost

SCORPION	
RANK	F
LV	5
HP	32
MP	18
ATTACK	30
DEFENCE	25
AGILITY	34
WISDOM	14
MAGIC	Poisonous Poke
EXP	20
GOLD	10
Skills	Moonwort bulb/*Antidotal herb
EASE OF SCOUTING	2.5
SKILLS	109 Hive Mind, 145 Defence Boost

CRABID	
RANK	F
LV	4
HP	36
MP	12
ATTACK	34
DEFENCE	44
AGILITY	27
WISDOM	29
MAGIC	Defend, Defending Champion
EXP	24
GOLD	15
Skills	Strong medicine
EASE OF SCOUTING	2.5
SKILLS	63 Defender, 145 Defence Boost

CHIMAERA	
RANK	F
LV	5
HP	41
MP	25
ATTACK	41
DEFENCE	28
AGILITY	36
WISDOM	44
MAGIC	Heal, Fire Breath, Sweet Breath
EXP	36
GOLD	30
Skills	Chimera wing
EASE OF SCOUTING	2.5
SKILLS	61 Cleanser, 145 Defence Boost

DANCING FLAME	
RANK	F
LV	5
HP	80
MP	10
ATTACK	38
DEFENCE	25
AGILITY	31
WISDOM	34
MAGIC	Flame Slash, Fire Breath
EXP	40
GOLD	26
Skills	Insulade
EASE OF SCOUTING	2
SKILLS	53 Fire Fighter, 145 Defence Boost

FROSTBURN	
RANK	F
LV	5
HP	84
MP	16
ATTACK	39
DEFENCE	30
AGILITY	30
WISDOM	12
MAGIC	Whack, Cool Breath, Frost Slash
EXP	45
GOLD	26
Skills	Insulade
EASE OF SCOUTING	2
SKILLS	56, 145 Defence Boost

SPITNIK	
RANK	F
LV	4
HP	52
MP	24
ATTACK	46
DEFENCE	20
AGILITY	30
WISDOM	32
MAGIC	Dazzleflash
EXP	36
GOLD	41
Skills	Exodus
EASE OF SCOUTING	2.5
SKILLS	1 Frizz & Bang, 145 Defence Boost

FIRESPIRIT	
RANK	F
LV	5
HP	24
MP	8
ATTACK	10
DEFENCE	14
AGILITY	22
WISDOM	33
MAGIC	Frizz
EXP	26
GOLD	18
Skills	Medicinal herb/*Seed of magic
EASE OF SCOUTING	3
SKILLS	40 Fire, 145 Defence Boost

FUNGOUL	
RANK	F
LV	3
HP	24
MP	16
ATTACK	26
DEFENCE	15
AGILITY	26
WISDOM	18
MAGIC	Sweet Breath, Poison Breath
EXP	22
GOLD	21
Skills	Antidotal herb
EASE OF SCOUTING	3
SKILLS	104 Graveheart, 142 Attack Boost

DEMONRIDER	
RANK	E
LV	4
HP	42
MP	17
ATTACK	32
DEFENCE	28
AGILITY	41
WISDOM	31
MAGIC	Gust Slash, Bone Slash, Iron Spikes, Poisonous Fins
EXP	36
GOLD	22
Skills	Divine dagger
EASE OF SCOUTING	2.5
SKILLS	80 Demolisher, 142 Attack Boost

CHECKPOINTS

1 Seeds of Skill

At night, bright objects occasionally appear around the islands. These are seeds of skill that, when used on a monster, give three skill points. These are marked on the maps.



2 Quicksand

Make your way down into the crater and run to the right. Drop into the quicksand to a cave below.



3 Bridges

Knock down the two bridges to get quicker access to the other side of the island.



4 Shrine

After helping the wulfspeade through the Northern Cave, explore the north side of the island. When you are ready, enter the temple.



5 Battle Arena

Once you have completed the first shrine, the battle arena opens up on Xeroph Isle. Talk to the masked man in the tent to compete. Refer to page 84 for more information.



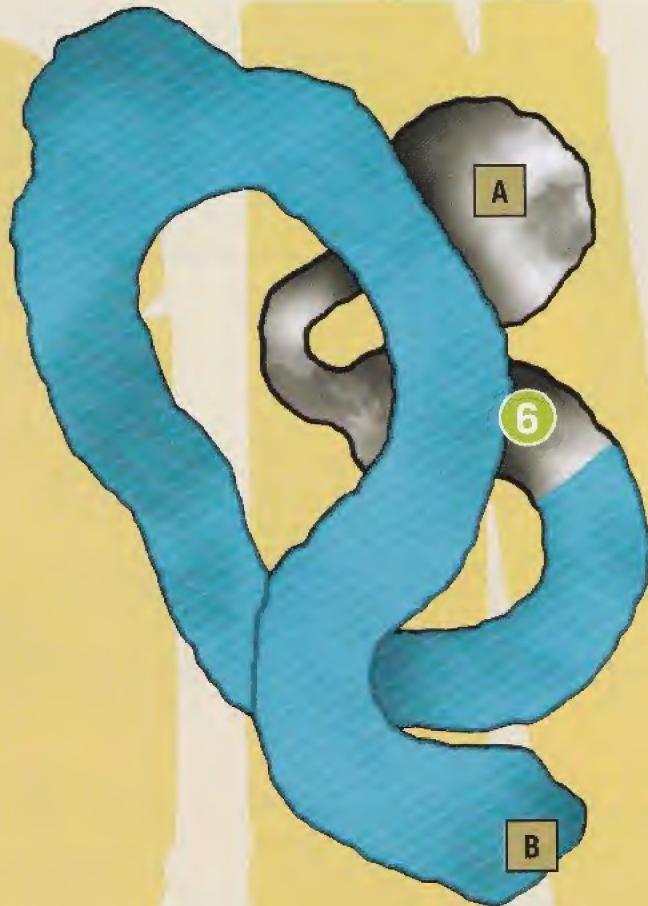
*: G'day battler!
The battle arena's open for business.

NORTHERN CAVE

LEGEND

6 = CHECKPOINT

A = MAP POINT



CHECKPOINTS

6 Fight the Orc

During your first time through the cave, you run into an orc fighting the unusual monster from earlier. Rescue this wolfspade monster by taking out the orc. The hero takes the unconscious monster back to the scoutpost.

Talk to the monster and it joins your team. He wants you to go with him back through the cave.



91 ORC					
RANK	E				
LV	12	HP	235	MP	9
ATTACK	55	DEFENCE	40		
AGILITY	26	WISDOM	34		
MAGIC	Heal, Multislash				
EXP	225	GOLD	300		
	Sacred spear				
EASE OF SCOUTING	--				
SKILLS	--				

147 WINKY					
RANK	F				
LV	5	HP	46	MP	7
ATTACK	40	DEFENCE	28		
AGILITY	26	WISDOM	56		
MAGIC	Ping/Frizz				
EXP	33	GOLD	23		
	Magic elixir/*Seed of wisdom				
EASE OF SCOUTING	2.5				
SKILLS	75 Seal, 151 Wisdom Boost				

177 MUDDY HAND					
RANK	E				
LV	6	HP	40	MP	14
ATTACK	37	DEFENCE	26		
AGILITY	9	WISDOM	31		
MAGIC	None				
EXP	28	GOLD	15		
	Medicinal herb				
EASE OF SCOUTING	2.5				
SKILLS	110 Materialist, 142 Attack Boost				

SHRINE

Chests

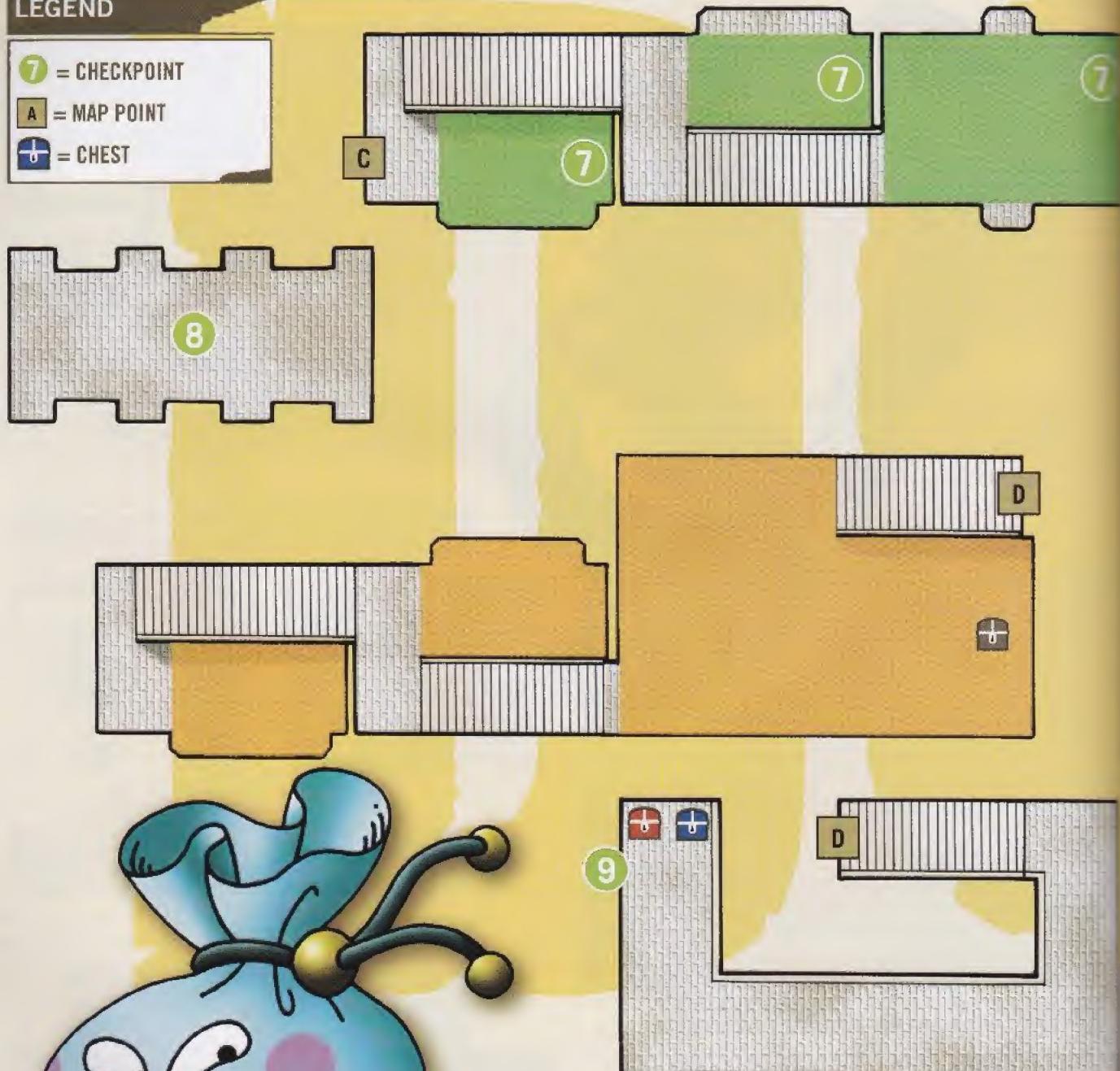
- ⊕ DARKONIUM
- ⊖ YGGDRASIL LEAF

LEGEND

7 = CHECKPOINT

A = MAP POINT

⊕ = CHEST



BAG O' LAUGHS

Monsters

HAMMERHOOD									
		RANK	F	E	D	C	B	A	S
LV	5	HP	44	MP	5				
ATTACK	58	DEFENCE	32						
AGILITY	21	WISDOM	12						
MAGIC	Psyche Up								
EXP	37	GOLD	19	1					
Skills	Sludgehammer								
EASE OF SCOUTING	2.5								
SKILLS	83 Huntsman,								
	142 Attack Boost								

GOLEM									
		RANK	F	E	D	C	B	A	S
LV	18	HP	450	MP	0				
ATTACK	85	DEFENCE	36						
AGILITY	10	WISDOM	33						
MAGIC	Psyche Up								
EXP	1860	GOLD	650	1					
Skills	How to Zoom"								
EASE OF SCOUTING	--								
SKILLS	--								

DESSERT DEMON									
		RANK	F	E	D	C	B	A	S
LV	9	HP	197	MP	26				
ATTACK	85	DEFENCE	48						
AGILITY	33	WISDOM	44						
MAGIC	Zing, Bang, Accelerate								
EXP	220	GOLD	82	1					
Skills	Seed of strength								
EASE OF SCOUTING	1								
SKILLS	73 Bolsterer,								
	151 Wisdom Boost								

BAG O' LAUGHS									
		RANK	F	E	D	C	B	A	S
LV	6	HP	48	MP	11				
ATTACK	35	DEFENCE	38						
AGILITY	37	WISDOM	18						
MAGIC	Dazzle, Heal								
EXP	32	GOLD	55	1					
Skills	Magic elixir								
EASE OF SCOUTING	2.5								
SKILLS	78 Fear-monger,								
	145 Defence Boost								

IMP									
		RANK	F	E	D	C	B	A	S
LV	7	HP	44	MP	2				
ATTACK	41	DEFENCE	40						
AGILITY	31	WISDOM	37						
MAGIC	Frizz								
EXP	33	GOLD	9	1					
Skills	Oomph powder								
EASE OF SCOUTING	2.5								
SKILLS	1 Frizz & Bang,								
	151 Wisdom Boost								

MUMMY BOY									
		RANK	F	E	D	C	B	A	S
LV	9	HP	57	MP	17				
ATTACK	52	DEFENCE	40						
AGILITY	36	WISDOM	28						
MAGIC	None								
EXP	42	GOLD	18	1					
Skills	Exodust								
EASE OF SCOUTING	2.5								
SKILLS	104 Graveheart,								
	142 Attack Boost								

1 Markings on Floor

In order to make your way through section A of the shrine, you need to follow the markings on the floor. First go through the door with one circle on the floor before it. This puts you back at the beginning of this section, but now you should go up the steps and enter the door with two green circles before it.



Again, this puts you back at the beginning, but this time you want to go up to the third floor where there are three circles on the floor. Before you enter this door, fight through the mummy boys and grab the item from the brown chest.

8 Dessert Demon

If at any time through this section you go through the wrong door, you go to a room with a dessert demon and imps. Fight your way through to the other side, where you are taken back to the beginning.



9 First Shrine

Grab the darkonium and Yggdrasil leaf from the chests, then enter the door to reach the Nexus Chamber inside. The first shrine sentinel is a golem. Take him out to receive a copy of "How to Zoom." At this point the wulfsblade transforms into a hawkhart. He informs you that there are three more shrines that need to be explored.



PALAISH ISLE



DANGER LEVEL D
SCOUTPOST DARKONIUM

Madame Rummy's private island. Come and play in the Old Maid's garden.

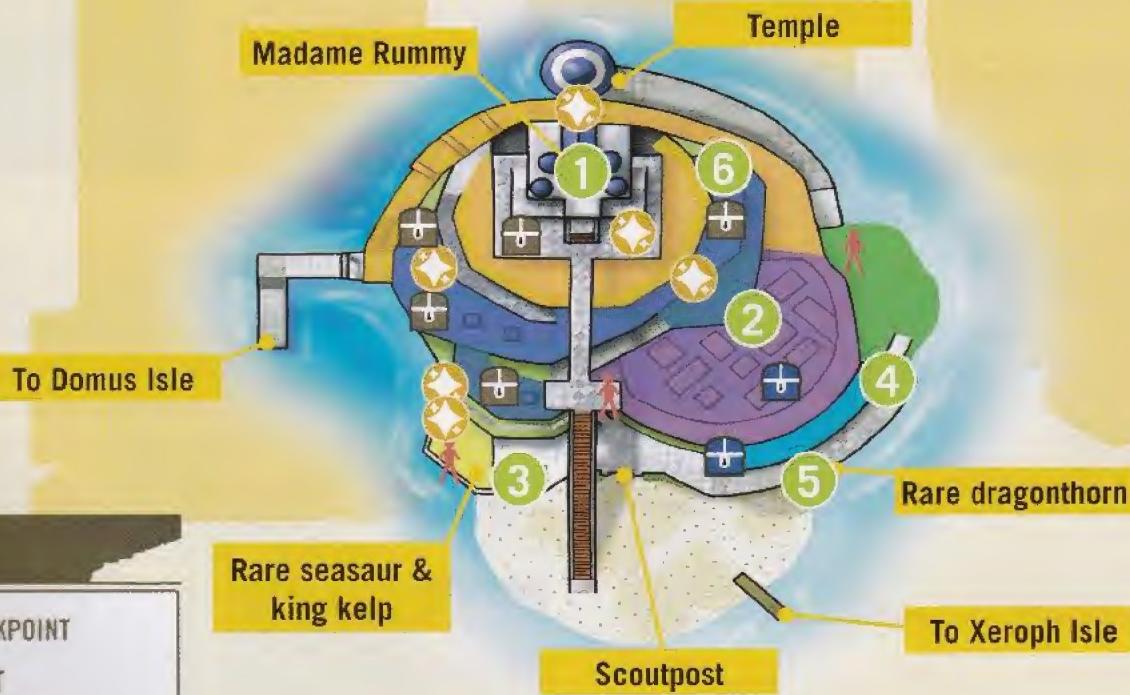
PALAISH ISLE

Points of Interest

SCOUTPOST
MADAME RUMMY
SHRINE

Chests

RANDOM X5
+ DARKONIUM X2



LEGEND

- 1 = CHECKPOINT
- + = CHEST
- ★ = SEED OF SKILL
- 以人为本 = RIVAL

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Strong medicine	Restores 60 HP to a single ally.	50
Magic elixir	Restores 30 MP to a single ally.	300
Panacea	Cures a single ally of all physical ailments.	550
Exodust	Teleports you out of the current tower, cave, or dungeon.	50
Rapier	Sword/18	840
Pitchfork	Spear/16	780
Thorn whip	Whip/8	1400
Rune staff	Staff/12	730

Monsters

SHELL SLIME	
	RANK F
LV 10	HP 32 MP 15
ATTACK 38	DEFENCE 88
AGILITY 26	WISDOM 12
MAGIC Defend, Buff	
EXP 45	GOLD 12
Medicinal herb/Seed of defence	
EASE OF SCOUTING 2.5	
SKILLS 73 Bolsterer, 148 Agility Boost	

ANGEL SLIME	
	RANK E
LV 12	HP 64 MP 38
ATTACK 65	DEFENCE 75
AGILITY 63	WISDOM 65
MAGIC Midheal, Insulate	
EXP 124	GOLD 41
Strong medicine	
EASE OF SCOUTING 2	
SKILLS 59 Healer, 158 Zap Ward	

DRAGONTHORN (RARE)	
	RANK F
LV 11	HP 122 MP 12
ATTACK 65	DEFENCE 36
AGILITY 40	WISDOM 31
MAGIC Fire Breath	
EXP 88	GOLD 55
Thorn whip	
EASE OF SCOUTING 2	
SKILLS 77 Toxifier, 142 Attack Boost	

SEASAUR (RARE)	
	RANK E
LV 15	HP 260 MP 33
ATTACK 121	DEFENCE 80
AGILITY 64	WISDOM 78
MAGIC Flame Breath, Flame Slash, Chilly Breath, Frost Slash	
EXP 334	GOLD 80
Panacea	
EASE OF SCOUTING 1	
SKILLS 106 Dragon Lore, 160 Water Ward	

CAPSICHUM	
	RANK E
LV 9	HP 55 MP 10
ATTACK 47	DEFENCE 42
AGILITY 42	WISDOM 13
MAGIC Helm Splitter, Sap	
EXP 45	GOLD 12
Papier	
EASE OF SCOUTING 2.5	
SKILLS 68 Saboteur, 145 Defence Boost	

SPIKED HARE	
	RANK E
LV 8	HP 56 MP 25
ATTACK 52	DEFENCE 48
AGILITY 64	WISDOM 21
MAGIC Psych Up	
EXP 50	GOLD 18
Moonwort bulb	
EASE OF SCOUTING 2.5	
SKILLS 103 Naturalist, 145 Defence Boost	

KHALAMARI KID	
	RANK E
LV 9	HP 52 MP 8
ATTACK 46	DEFENCE 36
AGILITY 43	WISDOM 19
MAGIC None	
EXP 43	GOLD 20
Magic elixir	
EASE OF SCOUTING 2.5	
SKILLS 98 Aquaphotacy, 145 Defence Boost	

CHAININE	
	RANK E
LV 9	HP 68 MP 11
ATTACK 60	DEFENCE 61
AGILITY 52	WISDOM 23
MAGIC None	
EXP 78	GOLD 23
Exodust	
EASE OF SCOUTING 2	
SKILLS 100 Mime, 142 Attack Boost	

GOODYBAG	
	RANK E
LV 8	HP 64 MP 25
ATTACK 38	DEFENCE 56
AGILITY 48	WISDOM 49
MAGIC Sultry Dance, Heat, Kasap	
EXP 38	GOLD 165
Lizard's penny	
EASE OF SCOUTING 2.5	
SKILLS 67 Enfeeblor, 145 Defence Boost	

KING KELP (RARE)	
	RANK E
LV 12	HP 64 MP 30
ATTACK 60	DEFENCE 70
AGILITY 53	WISDOM 43
MAGIC Heal, Tap Dance, Poisonous Poke	
EXP 65	GOLD 44
Magic elixir	
EASE OF SCOUTING 2	
SKILLS 99 All-Rounder, 145 Defence Boost	

SEE URCHIN	
	RANK F
LV 9	HP 76 MP 20
ATTACK 54	DEFENCE 50
AGILITY 88	WISDOM 15
MAGIC Blinding Blow	
EXP 66	GOLD 20
Strong medicine	
EASE OF SCOUTING 2	
SKILLS 98 Aquaphotacy, 151 Wisdom Boost	

CHECKPOINTS

1 Madame Rummy

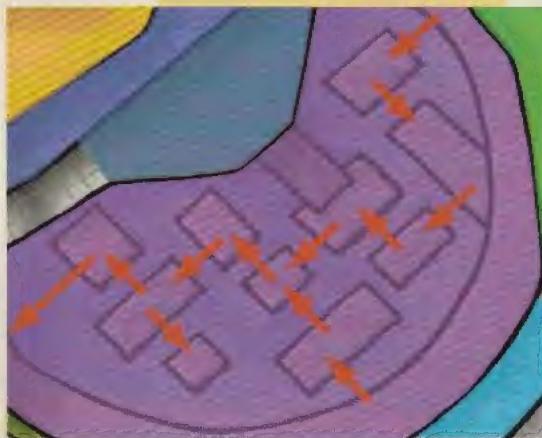
Head up the long staircase into the building and talk to Madame Rummy. She says to visit the man downstairs to get into the garden. If your performance satisfies her, you receive free access to the garden.



Talk to the man to find out about Madame Rummy's Garden Challenge. For more information on the challenge refer to page 90. You will need to get through the winkies and huggies sections to access the complete garden.

2 Bridges to Darkonium

Knock down the bridges one by one to make your way to the outer walkway. Then knock down more bridges toward the center to grab a darkonium crystal.



3 Quick Access to Scoutpost

Knock down the bridge over the pool of water to create a shorter route back to the scoutpost.



4 Shrine

Follow the lower route around to the shrine. Before crossing the beach, make a 180 degree turn to find another darkonium. Continue down the path to the shrine.



5 Dragonthorn Ambush

Watch out for the dragonthorn that appears on your way to the temple. Be sure you are healed before this point.



6 Chainine

A chainine walks up and down this path at night, making it difficult to pass without a fight. Follow it up the path and sneak around, if you don't want to battle.



SHRINE

Chests

- SPECIAL MEDICINE
- SEED OF STRENGTH
- STRONG MEDICINE
- SNAKESKIN WHIP
- PHOENIX SCEPTRE
- YGGDRASIL LEAF
- DARKONIUM

Level 2: Anteroom



One time green dragon

Rare gold golem



Level 3: Giant Water Tank



Level 4: Nexus Chamber

Monsters

02 BUBBLE SLIME

		RANK	F	E	O	C	B	A	S
LV	12	HP	70	MP	15				
ATTACK	56	DEFENCE	52						
AGILITY	63	WISDOM	37						
SPELLS	Poisonous Poke								
EXP	61	GOLD	12						
	Antidotal herb								
EASE OF SCOUTING	2								
SKILLS	102 Slimer,								
	148 Agility Boost								

36 GREEN DRAGON (ONE CHANCE)

		RANK	F	E	O	C	B	A	S
LV	16	HP	265	MP	48				
ATTACK	138	DEFENCE	93						
AGILITY	76	WISDOM	45						
MAGIC	Flame Breath								
EXP	422	GOLD	100						
	Dragonsbane								
EASE OF SCOUTING	1								
SKILLS	106 Dragon Lore,								
	142 Attack Boost								

64 JAILCAT

		RANK	F	E	O	C	B	A	S
LV	12	HP	80	MP	20				
ATTACK	65	DEFENCE	58						
AGILITY	60	WISDOM	24						
MAGIC	Crack								
EXP	77	GOLD	18						
	Strong medicine								
EASE OF SCOUTING	2								
SKILLS	25 Woosh & Crack,								
	145 Defence Boost								

89 FENCING FOX

		RANK	F	E	O	C	B	A	S
LV	12	HP	107	MP	31				
ATTACK	82	DEFENCE	66						
AGILITY	93	WISDOM	44						
MAGIC	Kafizzle, Heal, Mercury Thrust, Sag								
EXP	84	GOLD	28						
	Rapier								
EASE OF SCOUTING	2								
SKILLS	81 Guerrilla,								
	142 Attack Boost								

105 MOOSIFER

		RANK	F	E	O	C	B	A	S
LV	35	HP	812	MP	100				
ATTACK	145	DEFENCE	56						
AGILITY	82	WISDOM	35						
MAGIC	Boom, War Cry, Psyche Up, Frost Slash								
EXP	3016	GOLD	478						
	"The Joy of Evac"								
EASE OF SCOUTING	--								
SKILLS	--								

122 WAX MURDERER

		RANK	F	E	O	C	B	A	S
LV	12	HP	72	MP	28				
ATTACK	64	DEFENCE	60						
AGILITY	70	WISDOM	26						
MAGIC	Frizz, Fire Breath								
EXP	74	GOLD	19						
	Copper sword								
EASE OF SCOUTING	2								
SKILLS	53 Fire Fighter,								
	145 Defence Boost								

123 CANNIBOX

		RANK	F	E	O	C	B	A	S
LV	13	HP	132	MP	12				
ATTACK	105	DEFENCE	72						
AGILITY	73	WISDOM	19						
MAGIC	Venom Breath, Whack								
EXP	109	GOLD	30						
	Seed of strength								
EASE OF SCOUTING	2								
SKILLS	78 Fear-monger,								
	145 Defence Boost								

126 GOLD GOLEM (RARE)

		RANK	F	E	O	C	B	A	S
LV	17	HP	350	MP	15				
ATTACK	93	DEFENCE	84						
AGILITY	60	WISDOM	36						
MAGIC	Psyche Up								
EXP	128	GOLD	503						
	Gold nugget								
EASE OF SCOUTING	1								
SKILLS	51 Iclosion Slashes,								
	145 Defence Boost								

148 SEE URCHIN

		RANK	F	E	O	C	B	A	S
LV	9	HP	76	MP	20				
ATTACK	54	DEFENCE	50						
AGILITY	88	WISDOM	15						
MAGIC	Blinding Blow								
EXP	66	GOLD	20						
	Strong medicine								
EASE OF SCOUTING	2								
SKILLS	98 Aquapothecary,								
	151 Wisdom Boost								

150 LUMP WIZARD

		RANK	F	E	O	C	B	A	S
LV	11	HP	55	MP	255				
ATTACK	55	DEFENCE	48						
AGILITY	72	WISDOM	90						
MAGIC	Woosh, Kaping, Kadim, Zing, Snooze								
EXP	71	GOLD	30						
	Rune staff								
EASE OF SCOUTING	2.5								
SKILLS	13 Bang & Woosh,								
	156 Woosh Ward								

180 SKIPPER

		RANK	F	E	O	C	B	A	S
LV	12	HP	44	MP	18				
ATTACK	68	DEFENCE	98						
AGILITY	80	WISDOM	19						
MAGIC	Dodgy Dance, Sultry Dance								
EXP	90	GOLD	38						
	Seed of skill								
EASE OF SCOUTING	2.5								
SKILLS	68 Saboteur,								
	142 Attack Boost								

SKIPPER



CHECKPOINTS**1 Switches**

On each floor there are switches that take you to the different levels. Red takes you to level 1, blue to 2, green to 3, and yellow to 4. Start by touching the red switch to go to level 2.

**8 Bubble Slime**

As you approach the two brown chests, and after going up the stairs, a bubble slime drops down on you. Be prepared for the fight.

**9 Green Dragon**

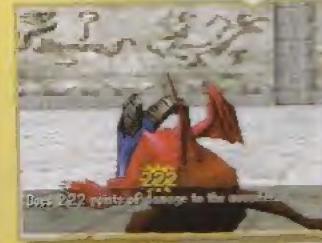
A green dragon guards two red chests on the north side of the third level. This is a one time monster. So, if you want to scout it, you may have to wait until later when you are strong enough to impress it. If you defeat the green dragon, it doesn't reappear.

**10 Another Nexus Chamber**

Follow the hall around past a couple fencing foxes until you reach a big door. Grab a darkonium crystal and an Yggdrasil leaf from the chests and enter the chamber.



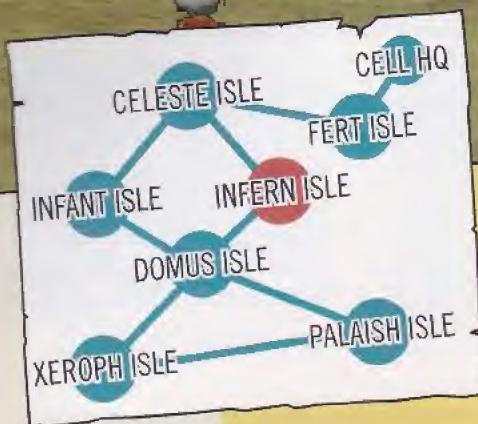
The sentinel guarding this shrine is a moosifer. It is a hard hitting beast with plenty of hit points. Make sure you have plenty of healing items in hand.



Defeat the moosifer to get a copy of 'The Joy of Evac.' After the hawkhart transforms into a cluboon, head back to Domus Isle.

Wulfy	Rank	???
Cluboon		
Lv: 17 HP: 137 / 137 MP: 48 / 50		
Attributes		
Attack:	125	
Defence:	99	
Agility:	94	
Wisdom:	68	
Equipment	Rapier	
Skills		
Wulfsblade		
Agility Boost		
Exp:	11458	
Next Lv:	1501	

INFERN ISLE



They say a terrible catastrophe once befell this island. Beware of zombies.

INFERN ISLE

Points of Interest

- MEDICAL CONSOLE
- HOUSES
- MYSTERIOUS DOOR

Chests

- SEED OF MAGIC
- DARKONIUM

LEGEND

- 1 = CHECKPOINT
- 2 = CHEST
- 3 = SEED OF SKILL
- 4 = RIVAL



Monsters

1 METAL SLIME KNIGHT (RARE)	
	RANK FEBODAS
LV 12	HP 70 MP 25
ATTACK 109	DEFENCE 99
AGILITY 100	WISDOM 64
MAGIC Heal, Multislash, Helm Splitter	
EXP 106	GOLD 26
Copper sword	
EASE OF SCOUTING 2	
SKILLS 52 Darklight Slashes, 148 Agility Boost	

20 DARK SLIME KNIGHT (RARE)	
	RANK FEBODAS
LV 14	HP 92 MP 25
ATTACK 116	DEFENCE 73
AGILITY 100	WISDOM 49
MAGIC Shade Slash, Zam	
EXP 108	GOLD 33
Iron axe	
EASE OF SCOUTING 1	
SKILLS 58 Dark Knight, 148 Agility Boost	

182 FLYGUY	
	RANK FEBODAS
LV 14	HP 80 MP 23
ATTACK 75	DEFENCE 64
AGILITY 69	WISDOM 26
MAGIC Kafizzle	
EXP 88	GOLD 14
Antimagic powder/*Seed of agility	
EASE OF SCOUTING 2	
SKILLS 75 Seal, 169 Drain Magic Ward	

SKELETON	
	RANK FEBODAS
LV 13	HP 87 MP 18
ATTACK 90	DEFENCE 60
AGILITY 78	WISDOM 23
MAGIC Weakening Wallop, Stupefying Strike	
EXP 94	GOLD 20
Chimera wing/*Divine dagger	
EASE OF SCOUTING 2	
SKILLS 67 Enfeeble, 142 Attack Boost	

184 WALKING CORPSE	
	RANK DEBDCBAS
LV 13	HP 174 MP 14
ATTACK 68	DEFENCE 32
AGILITY 42	WISDOM 19
MAGIC Poisonous Poke, Poison Breath	
EXP 102	GOLD 9
Antidotal herb	
EASE OF SCOUTING 1.5	
SKILLS 79 Bad Breath, 142 Attack Boost	



CHECKPOINTS

1 Medical Console

The Isle does not have a hospital, but you can heal your monsters at the medical console. Return here when you get into trouble.



3 Mysterious Door

Inside this structure, there is a door blocking your way inside the mountain. What could be on the other side?



2 Bridge

If you haven't completed the second shrine, a guard stops you from crossing this bridge. Once the guard is gone, you can cross this bridge to get to the east side where the way to Celeste Isle is.



CELESTE ISLE



South: The mighty ruins that tower over this island imbue it with an air of ancient mystery.
North: The northern half of the island, divided from the south by towering ruins.

NORTH AND SOUTH

Points of Interest

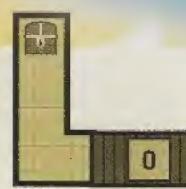
- SCOUTPOST
- TEMPLE ENTRANCE
- MEDICAL CONSOLE (NORTH)
- SHRINE

Chests

- ELFIN ELIXIR
- YGGDRASIL LEAF
- DARKONIUM X2
- JUMBO INSULADE (NORTH)

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- ★ = SEED OF SKILL
- Human = RIVAL



Monsters

ETAL SLIME (RARE)	
RANK	E D C B A S
HP	3 MP 255
ATTACK	22 DEFENCE 999
AGILITY	255 WISDOM 100
MAGIC	Frizz
EXP	3072 GOLD 10
Speed of agility/*Seed of defence	
EASE OF SCOUTING	0.5
SKILLS	102 Slimer, 148 Agility Boost

NARDRAGON	
RANK	E D C B A S
LV	16 HP 104 MP 20
ATTACK	104 DEFENCE 80
AGILITY	101 WISDOM 29
MAGIC	Body Slam
EXP	128 GOLD 26
Dragonsbane	
EASE OF SCOUTING	2
SKILLS	93 Martyr, 142 Attack Boost

GREAT SABRECUB	
RANK	D C B A S
LV	13 HP 97 MP 15
ATTACK	84 DEFENCE 86
AGILITY	116 WISDOM 7
MAGIC	Sandstorm, Mercurial Thrust
EXP	128 GOLD 18
Stone claws	
EASE OF SCOUTING	2
SKILLS	103 Naturalist, 145 Defence Boost

GREAT SABRECAT	
RANK	E D C B A S
LV	15 HP 266 MP 15
ATTACK	153 DEFENCE 98
AGILITY	148 WISDOM 23
MAGIC	Mercurial Thrust, War Cry
EXP	281 GOLD 38
Iron claws	
EASE OF SCOUTING	1
SKILLS	64 Speedster, 145 Defence Boost

IGHT EMPEROR	
RANK	D C B A S
HP	137 MP 96
ATTACK	124 DEFENCE 86
AGILITY	123 WISDOM 125
MAGIC	Kasap, Oomphle, Kasnooze
EXP	142 GOLD 102
Positive Puller"	
EASE OF SCOUTING	2
SKILLS	79 Bad Breath, 151 Wisdom Boost

GARGOYLE	
RANK	E D C B A S
LV	18 HP 110 MP 32
ATTACK	140 DEFENCE 105
AGILITY	155 WISDOM 65
MAGIC	Gust Slash, Multislash, Kasap, Oomph, Mercurial Thrust
EXP	155 GOLD 39
Steel broadsword/*Seed of wisdom	
EASE OF SCOUTING	1.5
SKILLS	107, 142 Attack Boost

MECHA-MYNAH	
RANK	D C B A S
LV	15 HP 55 MP 16
ATTACK	82 DEFENCE 147
AGILITY	91 WISDOM 35
MAGIC	Accelerate
EXP	125 GOLD 35
Chimera wing	
EASE OF SCOUTING	2
SKILLS	107, 145 Defence Boost

HUNTER MECH	
RANK	E D C B A S
LV	15 HP 76 MP 30
ATTACK	107 DEFENCE 125
AGILITY	126 WISDOM 63
MAGIC	Baffling Bonk, Venemous Volley, Blinding Blow
EXP	136 GOLD 55
Oomph powder/*Obsidian sword	
EASE OF SCOUTING	2
SKILLS	72 Anti-metal, 145 Defence Boost

DANCING DEVIL	
RANK	D C B A S
HP	108 MP 14
ATTACK	106 DEFENCE 98
AGILITY	104 WISDOM 45
MAGIC	Weird Dance, Sultry Dance, Heal
EXP	140 GOLD 40
Magic elixir	
EASE OF SCOUTING	2
SKILLS	89 Dancer, 172 Ban Dance Ward

HEADHUNTER	
RANK	D C B A S
LV	16 HP 134 MP 25
ATTACK	105 DEFENCE 75
AGILITY	100 WISDOM 21
MAGIC	None
EXP	133 GOLD 20
Iron axe	
EASE OF SCOUTING	2
SKILLS	92 Berserker, 142 Attack Boost

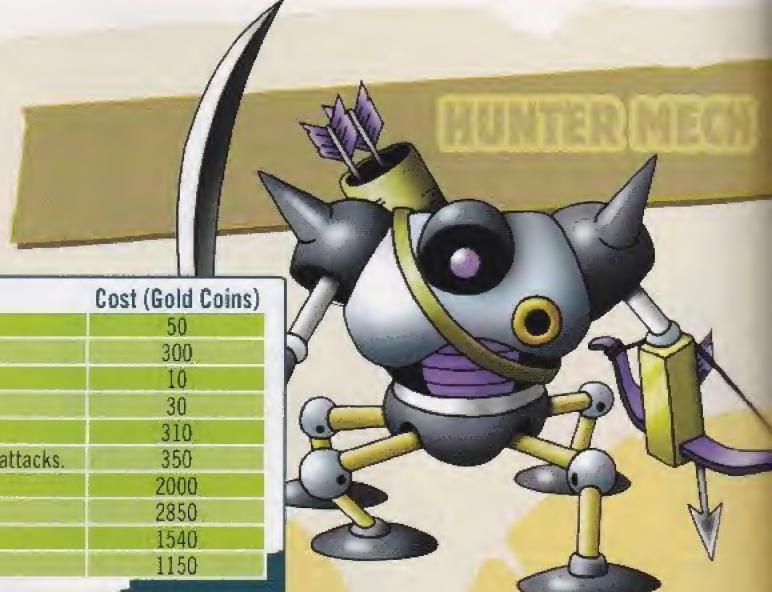
LESSER DEMON	
RANK	D C B A S
LV	17 HP 112 MP 38
ATTACK	110 DEFENCE 90
AGILITY	104 WISDOM 77
MAGIC	Dazzleflash, Bemusing Breath, Midheal, Frizzle
EXP	137 GOLD 35
Sage's elixir	
EASE OF SCOUTING	2
SKILLS	105 Diabolist, 173 Confusion Ward

RESTLESS ARMOUR	
RANK	E D C B A S
LV	17 HP 132 MP 255
ATTACK	114 DEFENCE 114
AGILITY	69 WISDOM 71
MAGIC	Midheal, Hatchet Man
EXP	160 GOLD 62
Steel broadsword/*Seed of defence	
EASE OF SCOUTING	1.5
SKILLS	71 Anti-dragon, 142 Attack Boost

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Strong medicine	Restores 60 HP to a single ally.	50
Magic elixir	Restores 30 MP to a single ally.	300
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Wizard's penny	Increases one ally's resistance to enemy magic.	310
Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
Steel broadsword	Sword/30	2000
Holy lance	Spear/34	2850
Iron hammer	Hammer/24	1540
Iron claws	Claws/19	1150



CHECKPOINTS

1 Little Island

You can see a small island a short ways out from shore. Don't worry, you will get there soon enough. Use the map in this section to find the chests and seeds of skill as you make your way across the mainland.



3 Temple Entrance

After you have explored the island thoroughly, enter the temple at this point.



2 Hunter Mechs

A hunter mech guards the bridge to the other side of the island. Another hunter mech guards a ramp up to the red chest. Watch out for the ones patrolling the steps. It is difficult to get around them without fighting. Watch its pattern to try and find a way around.



4 Medical Console

When you return to Celeste Isle from Infant Isle, you arrive on the north side of Celeste Isle. Use the medical console when you need healing while you are on the north side.



5 Back Entrance to Temple

In order to complete the temples and get to the shrine, you have to enter the Temple of the Moon from this back entrance.

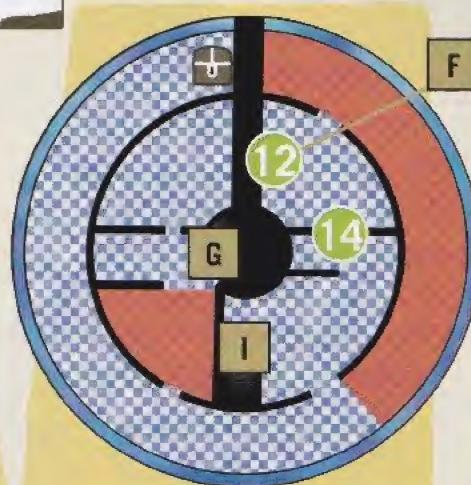
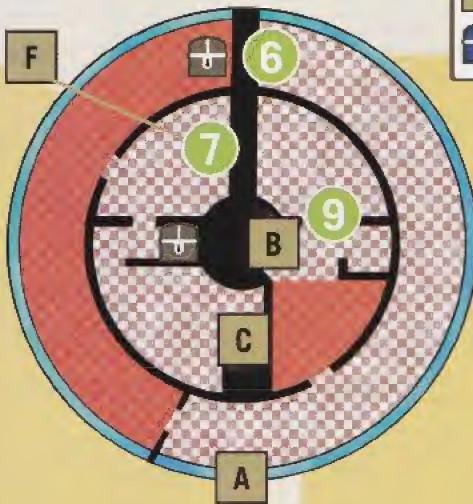


THE TEMPLES

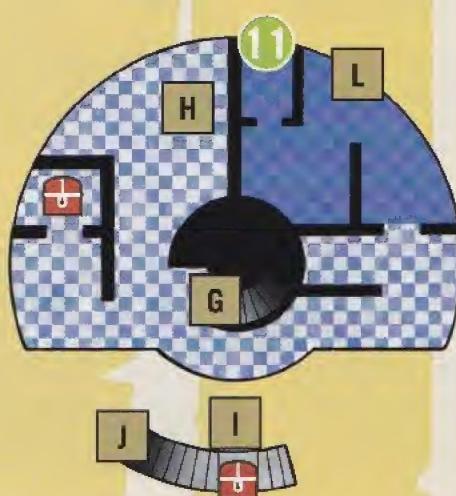
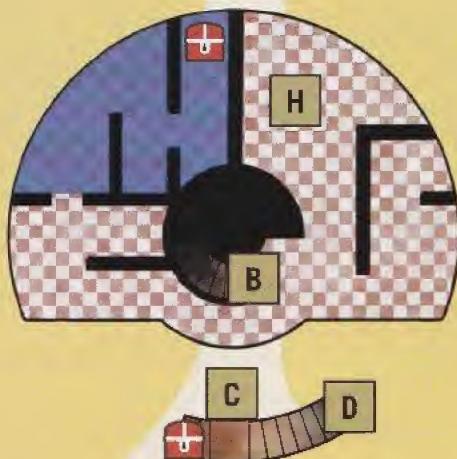
LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST

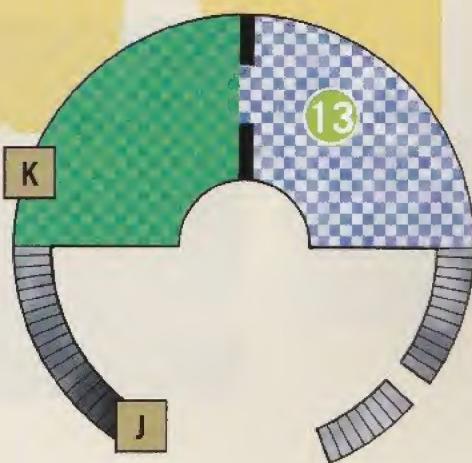
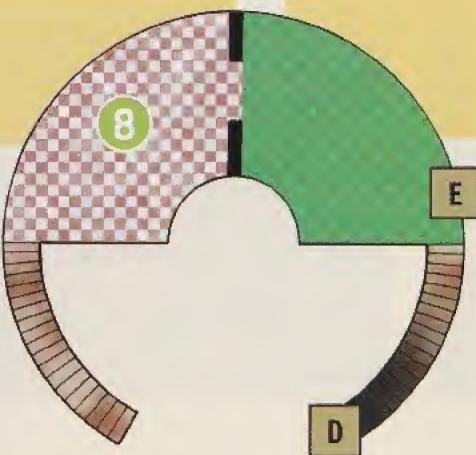
1F



2F



3F



Chests

- ⊕ RANDOM X3
- ⊖ SEED OF WISDOM
- ⊖ ELFIN ELIXIR
- ⊖ SEED OF AGILITY
- ⊖ YGGDRASIL DEW

Monsters

41 HACKSAURUS	
	RANK
LV 18	HP 148 MP 30
ATTACK 143	DEFENCE 98
AGILITY 03	WISDOM 30
MAGIC Thunderbolt Slash, Hatchet Man	
EXP 257	GOLD 85
Headsman's axe	
EASE OF SCOUTING 1.5	
SKILLS 106 Dragon Lore, 142 Attack Boost	

50 GREAT DRAGON	
	RANK
LV 28	HP 1156 MP 64
ATTACK 187	DEFENCE 84
AGILITY 110	WISDOM 58
MAGIC Burning Breath, Cold Blizzard, Inferno	
EXP 4620	GOLD 1050
"Whistling for Dummies"	
EASE OF SCOUTING -	
SKILLS ..	

101 NOTSO MACHO	
	RANK
LV 17	HP 220 MP 255
ATTACK 128	DEFENCE 83
AGILITY 88	WISDOM 31
MAGIC Sandstorm, Boulder Bash	
EXP 205	GOLD 52
Silver broadsword	
EASE OF SCOUTING 1.5	
SKILLS 92 Berserker, 142 Attack Boost	

155 LESSER DEMON	
	RANK
LV 17	HP 112 MP 38
ATTACK 110	DEFENCE 90
AGILITY 104	WISDOM 77
MAGIC Dazzleflash, Bemusing Breath, Midheal, Frizzle	
EXP 137	GOLD 35
Sage's elixir	
EASE OF SCOUTING 2	
SKILLS 105 Diabolist, 173 Confusion Ward	

156 GRYPHON	
	RANK
LV 19	HP 126 MP 30
ATTACK 131	DEFENCE 87
AGILITY 11	WISDOM 63
MAGIC Kafizzle, Heal, Mercurial Thrust, Sag	
EXP 162	GOLD 37
Antimagic powder	
EASE OF SCOUTING 2	
SKILLS 69 Antimagic, 169 Drain Magic Ward	

159 WRECKTOR	
	RANK
LV 17	HP 112 MP 61
ATTACK 103	DEFENCE 85
AGILITY 97	WISDOM 109
MAGIC Kazing, Swish, Frizzle	
EXP 141	GOLD 60
Wizard's penny/Miracle mallet	
EASE OF SCOUTING 2	
SKILLS 13 Bang & Woosh, 151 Wisdom Boost	

181 PHANTOM FENCER	
	RANK
LV 16	HP 100 MP 35
ATTACK 121	DEFENCE 80
AGILITY 60	WISDOM 71
MAGIC Lightning Slash, Shade Slash, Stupefying Strike, Slowing Slug, Fiddle Dance	
EXP 147	GOLD 53
Zombiesbane	
EASE OF SCOUTING 2	
SKILLS 55 Wind Blower, 142 Attack Boost	

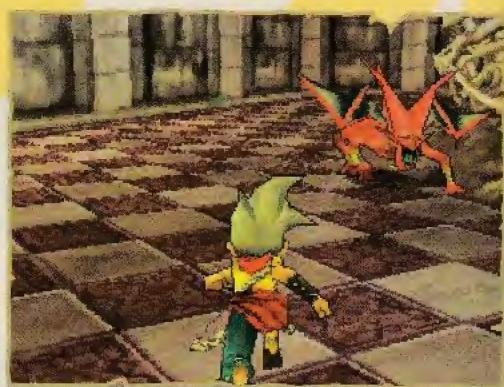
185 RESTLESS ARMOUR	
	RANK
LV 18	HP 132 MP 255
ATTACK 114	DEFENCE 114
AGILITY 69	WISDOM 71
MAGIC Midheal, Hatchet Man	
EXP 160	GOLD 62
Steel broadsword	
EASE OF SCOUTING 1.5	
SKILLS 71 Anti-dragon, 142 Attack Boost	

188 SKELETON SOLDIER	
	RANK
LV 17	HP 130 MP 35
ATTACK 120	DEFENCE 115
AGILITY 116	WISDOM 84
MAGIC Midheal, Buff	
EXP 171	GOLD 21
Sage's elixir	
EASE OF SCOUTING 1.5	
SKILLS 59 Healer, 142 Attack Boost	

CHECKPOINTS

6 Red Button

Press this red button to open two gates. Follow the perimeter around to find a brown chest, then enter the other open gate and go up the steps. Watch out for the lesser demons—their confuse spell can be nasty.



1 Mirror

Examine the mirror in the corner on the second floor. It tells you to go to the little island. Select "yes" to warp to the second floor of the Temple of the Moon.

Walk down the steps to the first floor, around the perimeter and up the other set of stairs all the way to the third floor. Go through the door on the left into the courtyard. Cross over to the opposite door and enter the Temple of the Sun.

**8 The Lever**

Walk through the open gate to find a lever. Pull that lever to open a door on the first floor. Follow the light path down the steps to this door.

**9 Solar Tablet**

Step on the foot switch to open the door. Grab the solar tablet that sits on the altar and follow the light path back up to the third floor. Go out the door on the right to the courtyard and place the tablet on the first altar.

**10 Challenge Commissioner Snap**

After the solar tablet has been placed, Black Jacques gives you a new mission: Challenge Commissioner Snap. Use the Great Looking Glass to leave the ruins and head for Domus Isle. Refer to the section on challenging Commissioner Snap on page 54 for more information.

**11 Blue Button**

Press the blue button that is guarded by a phantom fencer to open the gate. Take the steps down to the first floor and move all the way around to the upper right of this floor.

**12 Mirror**

Examine the mirror to warp to the Temple of the Sun. Go up to the third floor and go out into the courtyard. Cut across to the Temple of the Moon.

**13 Second Lever**

Go into the far room and use the lever to open a door below. Again, follow the path of lights to a switch on the floor.



14 Lunar Tablet

Step on the switch to open the door and grab the lunar tablet that sits on an altar. Follow the light path back up to the third floor and exit out to the courtyard. Place this tablet on the other altar. At this point you are transported to the small island.



15 Third Shrine

Grab the Yggdrasil leaf and darkonium from the chests, then go through the door to face another shrine sentinel. The great dragon is another tough fight for your team. Be ready with plenty of healing items.



Defeat the great dragon to receive a copy of "Whistling for Dummies." The cluboon transforms into diamagon. Use the mirror to return to the main island. Head out the north door to the jetty and take the left scooter to Fert Isle.



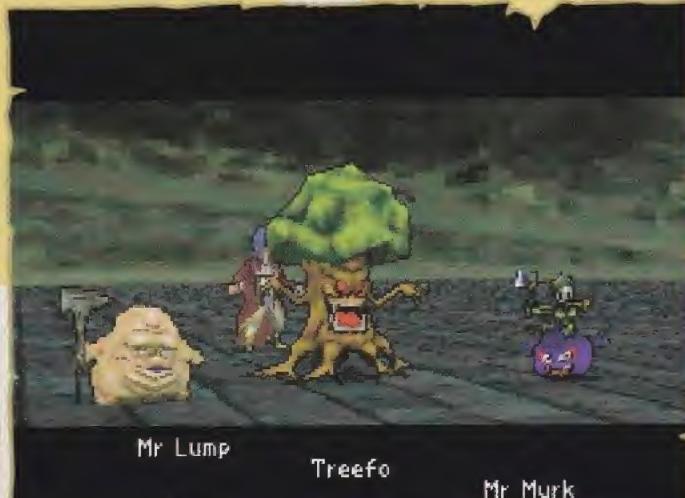
CHALLENGE COMMISSIONER SNAP

After you place the solar tablet on the altar at the Celeste Isles temples, you are ordered to challenge Commissioner Snap. Go to his office on Domus isle and talk to the lady outside his door.

You and the Commissioner head to the battle arena on Xeroph Isle. Here you fight Dr Snap in four straight battles—the same format that will be used in the finals. The following tables show the four teams that he uses.



*: It's a young scout, sir. He says he'd like to challenge you to a battle.



ROUND 1

SLIME	
RANK	F E D C B A S
LV	11
HP	52
MP	27
ATTACK	62
DEFENCE	14
AGILITY	117
WISDOM	42
MAGIC	Kaping, Frizzle, Zam

ROUND 2

LUMP WIZARD	
RANK	F E D C B A S
LV	16
HP	112
MP	48
ATTACK	99
DEFENCE	46
AGILITY	86
WISDOM	66
MAGIC	Woosh, Heal, Frizzle

ROUND 3

RESTLESS ARMOUR	
RANK	F E D C B A S
LV	21
HP	186
MP	66
ATTACK	162
DEFENCE	113
AGILITY	99
WISDOM	115
MAGIC	Kasap

ROUND 4

LIVING STATUE	
RANK	F E D C B A S
LV	32
HP	346
MP	22
ATTACK	182
DEFENCE	132
AGILITY	5
WISDOM	68
MAGIC	Defend, Defending Champion

SCISSOR BEATLE	
RANK	F E D C B A S
LV	10
HP	114
MP	18
ATTACK	122
DEFENCE	22
AGILITY	65
WISDOM	20
MAGIC	Chilly Breath

TREEFACE	
RANK	F E D C B A S
LV	14
HP	248
MP	0
ATTACK	115
DEFENCE	98
AGILITY	32
WISDOM	12
MAGIC	Psyche Up

MECHAN-O'-WYRM	
RANK	F E D C B A S
LV	21
HP	264
MP	10
ATTACK	136
DEFENCE	82
AGILITY	64
WISDOM	65
MAGIC	Flame Breath, War Cry, Psyche Up

GIGANTES	
RANK	F E D C B A S
LV	29
HP	388
MP	50
ATTACK	215
DEFENCE	87
AGILITY	144
WISDOM	123
MAGIC	Body Slam

METAL SLIME KNIGHT	
RANK	F E D C B A S
LV	8
HP	88
MP	23
ATTACK	94
DEFENCE	76
AGILITY	44
WISDOM	33
MAGIC	Oomph, Boom

DARK SLIME KNIGHT	
RANK	F E D C B A S
LV	16
HP	193
MP	0
ATTACK	126
DEFENCE	68
AGILITY	124
WISDOM	47
MAGIC	Psyche Up

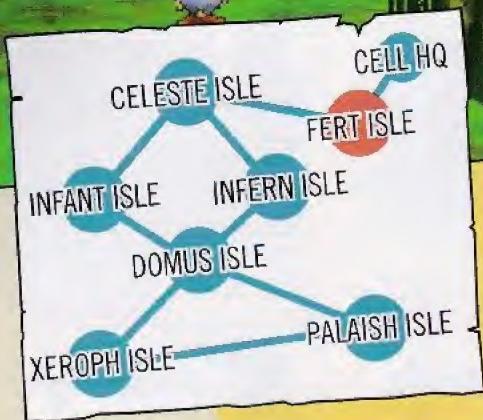
BEETLEBULLY	
RANK	F E D C B A S
LV	18
HP	332
MP	36
ATTACK	148
DEFENCE	67
AGILITY	116
WISDOM	36
MAGIC	Swoosh

BLACK DRAGON	
RANK	F E D C B A S
LV	33
HP	546
MP	16
ATTACK	240
DEFENCE	95
AGILITY	66
WISDOM	212
MAGIC	Venom Breath, Bemusing Breath, Burning Breath

After the battle, you and Dr Snap head back to Domus Isle. At this point the bridge to the west side of Infant Isle has been opened. Head there, and use the sea scooter to access Celeste Isle (North).



FERT ISLE



DANGER LEVEL E D C B A S

SCOUTPOST

DARKONIUM 0 1 2 3

A jungle island thick with trees and vines. Powerful monsters lurk here.

FERT ISLE

Points of Interest

SCOUTPOST

SHRINE

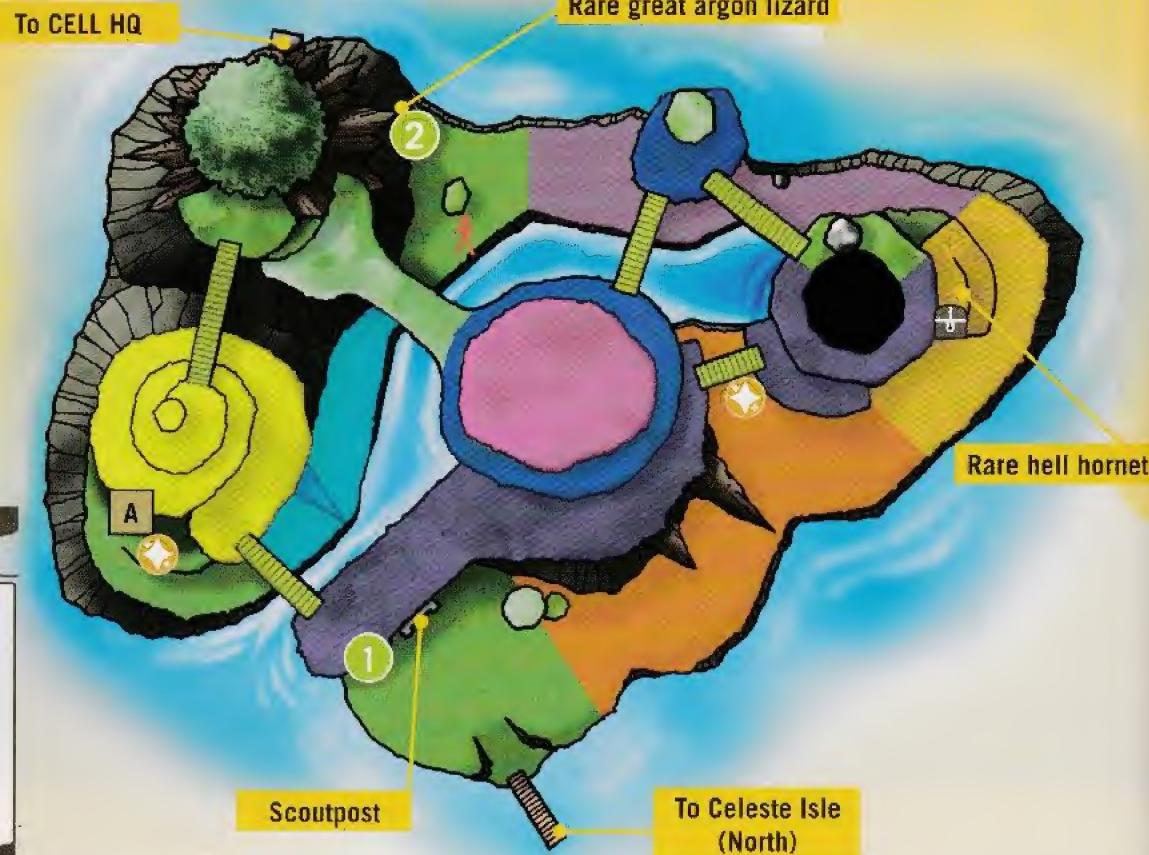
Chests

SEED OF LIFE

SPECIAL MEDICINE

DARKONIUM X2

Lower Level



LEGEND

1	= CHECKPOINT
A	= MAP POINT
B	= CHEST
C	= SEED OF SKILL
D	= RIVAL

Upper Level



Monsters

08 WILD SLIME (RARE)	
	RANK
LV 18	HP 148 MP 30
ATTACK 165	DEFENCE 136
AGILITY 148	WISDOM 66
MAGIC War Cry, Psych Up (2 Levels)	
EXP 293	GOLD 30
	Iron claws
EASE OF SCOUTING 1.5	
SKILLS 62 Champion, 148 Agility Boost	

10 METAL SLIME (RARE)	
	RANK
LV 1	HP 3 MP 255
ATTACK 22	DEFENCE 999
AGILITY 255	WISDOM 100
MAGIC Frizz	
EXP 3072	GOLD 10
	Speed of agility/Seed of defence
EASE OF SCOUTING 0.5	
SKILLS 102 Slimer, 148 Agility Boost	

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Strong medicine	Restores 60 HP to a single ally.	50
Multi medicine	Restores 30 HP to all allies	600
Panacea	Cures a single ally of all physical ailments	550
Antimagic powder	Enchanted dust used to seal an enemy's magic	100
Oomph powder	Increases the attack power of a single ally	900
Dragonsbane	Sword/41	4700
Dragon lance	Spear/45	5300
Woodsmen's axe	Axe/32	2150
Razor claws	Claws/33	3100

32 JARGON LIZARD	
	RANK
LV 18	HP 184 MP 26
ATTACK 145	DEFENCE 86
AGILITY 105	WISDOM 62
MAGIC Poisonous Poke, Venemous Volley	
EXP 255	GOLD 29
	Insulade/Seed of life
EASE OF SCOUTING 1.5	
SKILLS 77 Toxifier, 168 Poison Ward	

35 JARGON	
	RANK
LV 22	HP 270 MP 38
ATTACK 171	DEFENCE 98
AGILITY 84	WISDOM 38
MAGIC Flame Breath, Sandstorm	
EXP 378	GOLD 72
	Insulade
EASE OF SCOUTING 1	
SKILLS 91 Toughie, 164 Fire Breath Ward	

41 HACKSAURUS	
	RANK
LV 18	HP 148 MP 30
ATTACK 158	DEFENCE 83
AGILITY 103	WISDOM 30
MAGIC Thunderbolt Slash, Hatchet Man	
EXP E257	GOLD 85
	Headsman's axe
EASE OF SCOUTING 1.5	
SKILLS 106 Dragon Lore, 142 Attack Boost	

45	GREAT ARGON LIZARD (RARE)
	RANK B
LV 22	HP 448 MP 36
ATTACK	202 DEFENCE 138
AGILITY	126 WISDOM 81
MAGIC	Deep Breath, Flame Breath
EXP	904 GOLD 50
Jumbo Insulade/*Seed of life	EASE OF SCOUTING 1
SKILLS	46 Breath, 171 Gobstopper Ward

66	HELL HORNET (RARE)
	RANK D
LV 18	HP 132 MP 9
ATTACK	142 DEFENCE 118
AGILITY	156 WISDOM 88
MAGIC	Paralysing Punch
EXP	252 GOLD 64
Moonwort bulb	EASE OF SCOUTING 1.5
SKILLS	80 Diminisher, 145 Defence Boost

69	HADES CONDOR
	RANK C
LV 16	HP 126 MP 18
ATTACK	139 DEFENCE 128
AGILITY	162 WISDOM 94
MAGIC	Midheal, Mercurial Thrust
EXP	207 GOLD 44
Strong medicine/*Seed of agility	EASE OF SCOUTING 1.5
SKILLS	60 Cure-all, 145 Defence Boost

71	TREEFACE
	RANK E
LV 21	HP 284 MP 8
ATTACK	177 DEFENCE 167
AGILITY	110 WISDOM 26
MAGIC	Weird Dance
EXP	635 GOLD 52
Yggdrasil leaf	EASE OF SCOUTING 1
SKILLS	108 Green Finger, 163 Earth Ward

72	SCISSOR BEATLE
	RANK C
LV 18	HP 140 MP 32
ATTACK	123 DEFENCE 138
AGILITY	164 WISDOM 66
MAGIC	Snooze, Double Up
EXP	250 GOLD 20
Seed of defence	EASE OF SCOUTING 1.5
SKILLS	109 Hive Mind, 145 Defence Boost

73	BEETLEBOY
	RANK B
LV 18	HP 140 MP 30
ATTACK	135 DEFENCE 165
AGILITY	120 WISDOM 30
MAGIC	Body Slam, Helm Splitter, Kabuff
EXP	272 GOLD 61
Woodsman's axe	EASE OF SCOUTING 1.5
SKILLS	109 Hive Mind, 142 Attack Boost

74	GIANT MOTH
	RANK B
LV 18	HP 136 MP 64
ATTACK	114 DEFENCE 106
AGILITY	123 WISDOM 69
MAGIC	Swoosh, Heal
EXP	195 GOLD 38
Panacea	EASE OF SCOUTING 1.5
SKILLS	77 Toxifier, 145 Defence Boost

75	GORERILLA (RARE)
	RANK E
LV 17	HP 240 MP 8
ATTACK	168 DEFENCE 144
AGILITY	113 WISDOM 35
MAGIC	War Cry
EXP	310 GOLD 30
Oaken club/*Seed of strength	EASE OF SCOUTING 1
SKILLS	83 Huntsman, 145 Defence Boost

97	BOOKIN ARCHER
	RANK C
LV 17	HP 138 MP 12
ATTACK	118 DEFENCE 106
AGILITY	116 WISDOM 78
MAGIC	Buff, Stupefying Strike
EXP	210 GOLD 50
Panacea/*Battle whip	EASE OF SCOUTING 1.5
SKILLS	66 Fortifier, 142 Attack Boost

128	MUD MANNEQUIN
	RANK D
LV 17	HP 139 MP 25
ATTACK	130 DEFENCE 20
AGILITY	136 WISDOM 20
MAGIC	Weird Dance, Sultry Dance
EXP	201 GOLD 40
Sage's elixir	EASE OF SCOUTING 1.5
SKILLS	89 Dancer, 145 Defence Boost

129	DINGALING
	RANK C
LV 18	HP 124 MP 12
ATTACK	118 DEFENCE 155
AGILITY	146 WISDOM 26
MAGIC	Kabuff, Fuddle Dance
EXP	247 GOLD 70
Exodus	EASE OF SCOUTING 1.5
SKILLS	110 Materialist, 145 Defence Boost

150	LUMP WIZARD
	RANK D
LV 19	HP 112 MP 255
ATTACK	99 DEFENCE 78
AGILITY	86 WISDOM 66
MAGIC	Kaping, Kadim, Zing, Zammle
EXP	168 GOLD 86
Rune staff	EASE OF SCOUTING 2
SKILLS	13 Bang & Woosh, 151 Wisdom Boost

151	FROGFACE
	RANK C
LV 18	HP 130 MP 24
ATTACK	131 DEFENCE 98
AGILITY	110 WISDOM 128
MAGIC	Fire Breath, Hustle Dance
EXP	241 GOLD 30
Think negative	EASE OF SCOUTING 1.5
SKILLS	59 Healer, 145 Defence Boost

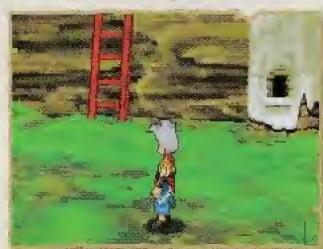
166	DEMON-AT-ARMS
	RANK D
LV 35	HP 1532 MP 100
ATTACK	184 DEFENCE 174
AGILITY	160 WISDOM 35
MAGIC	Lightning Slash, Multislash, Venomous Volley, Counter
EXP	6682 GOLD 1115
"The Art of Vanishing"	EASE OF SCOUTING --
SKILLS	--

186	HELLHOUND
	RANK C
LV 18	HP 133 MP 6
ATTACK	146 DEFENCE 109
AGILITY	125 WISDOM 100
MAGIC	War Cry
EXP	11 GOLD 0
Moonwort bulb	EASE OF SCOUTING 1.5
SKILLS	37 Crack & Zam, 142 Attack Boost

192	WAILIN' WEED
	RANK A
LV 20	HP 183 MP 32
ATTACK	126 DEFENCE 130
AGILITY	62 WISDOM 34
MAGIC	Critical Miss, Fuddle Dance, Song of Salvation
EXP	235 GOLD 36
Sage's elixir	EASE OF SCOUTING 1
SKILLS	99 All-Rounder, 142 Attack Boost

CHECKPOINTS**1 Blocked Ladder**

The ladder next to the scoutpost is moved when you first get to the area. After you make it around the island and back to the area near the scoutpost, the crates are moved—giving you quick access to that part of the island.

**2 North Jetty Closed Off**

You can not reach the north jetty at this point. Continue along the path to the left to reach the treehole.

**3 Wild Slime**

Sitting atop this platform is a wild slime guarding a red chest. This is a rare monster, and only appears here occasionally at night.

**4 Shrine**

This final shrine is guarded by a demon-at-arms, a level 35 monster with 1500 hit points. Psyche up the diamagon and use the kazap spell to deal big damage on this demon.



Once the demon-at-arms is defeated, the hero receives a copy of "The Art of Vanishing." The diamagon transforms into wulfspade ace and informs the hero that he must win the challenge and get the scout's mark.

**TREEHOLE**

Chest

+ OBSIDIAN SWORD

Monsters

163 BOSS TROLL (ONE CHANCE)

	RANK	B
LV 23	HP 744	MP 23
ATTACK 242	DEFENCE 52	
AGILITY 90	WISDOM 12	
MAGIC Psyche Up		
EXP 1011	GOLD 20	
Oaken club/*Seed of strength		
EASE OF SCOUTING 1		
SKILLS 71 Anti-dragon,		
163 Earth Ward		



One time boss troll

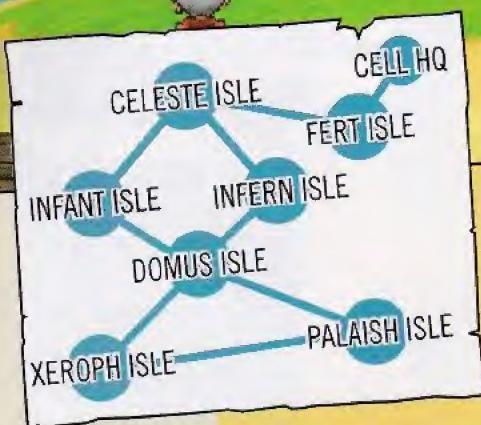
CHECKPOINT**5 Boss Troll**

Fight or scout the boss troll in the treehole to reach the red chest. Once you defeat or successfully scout it, it is gone.



The boss troll psyches himself up.

UNCHARTED ISLANDS



DANGER LEVEL

SCOUTPOST

E D C B A S

DARKONIUM

0 1 2 3

Small islands that the hero runs across while on the sea scooter.

UNCHARTED ISLANDS

Chests

RANDOM

Monsters

1 SLIME

145 DRACKY

175 STUMP CHUMP

LEGEND

⊕ = CHEST



Chests

1 BANJOOM

Monsters

1 SLIME

15 BRACKY

15 STUMP CHUMP



Monsters

1 SLIME

5 SHE-SLIME

13 BEHEMOTH SLIME



Chests

+ RANDOM X2

Monsters

145 DRACKY

157 GREAT DRACKY

LEGEND

= CHEST



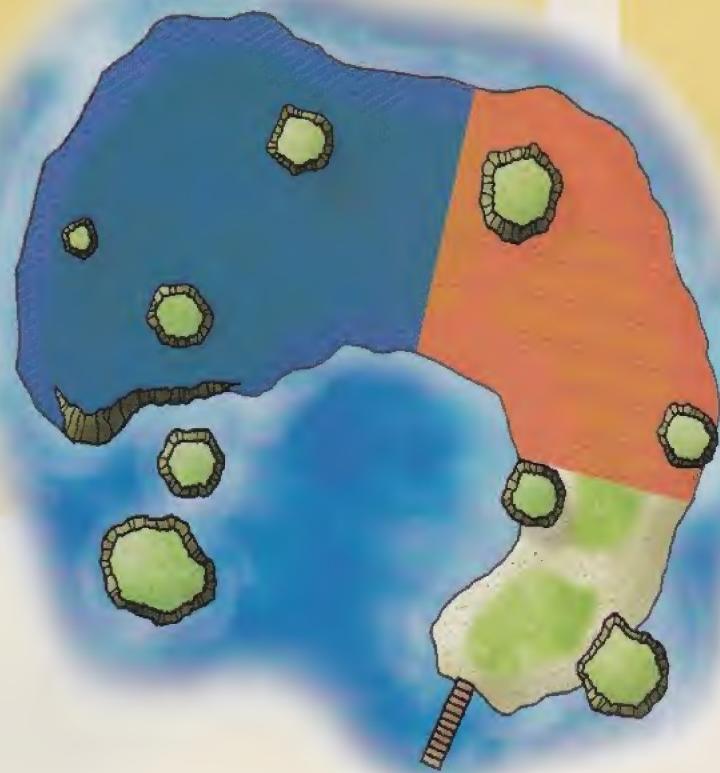
Monsters

30 FROU-FRY

32 ARGON LIZARD

45 GREAT ARGON LIZARD

48 FROU-FROU



Monsters

SLIME	
	RANK F
LV 13	HP 62 MP 12
ATTACK 41	DEFENCE 26
AGILITY 32	WISDOM 18
MAGIC None	
EXP 45	GOLD 20
	Medicinal herb
EASE OF SCOUTING 2.5	
SKILLS 102 Slimer, 142 Attack Boost	

SHE-SLIME	
	RANK E
LV 18	HP 148 MP 50
ATTACK 108	DEFENCE 74
AGILITY 66	WISDOM 55
MAGIC Frizz	
EXP 126	GOLD 77
	Strong medicine
EASE OF SCOUTING 2	
SKILLS 7 Frizz & Zap, 148 Agility Boost	

BEHEMOTH SLIME	
	RANK D
LV 24	HP 222 MP 255
ATTACK 144	DEFENCE 135
AGILITY 44	WISDOM 122
MAGIC Woosh, Zap	
EXP 286	GOLD 180
	Antidotal herb
EASE OF SCOUTING 1.5	
SKILLS 28 Woosh & Zap, 148 Agility Boost	

FROU-FRY	
	RANK F
LV 15	HP 124 MP 32
ATTACK 103	DEFENCE 64
AGILITY 95	WISDOM 66
MAGIC Sandstorm, Mercurial Thrust	
EXP 377	GOLD 5
	Snakeskin whip
EASE OF SCOUTING 2	
SKILLS 56 Icemeister, 165 Ice Breath Ward	

ARGON LIZARD	
	RANK F
LV 15	HP 184 MP 26
ATTACK 145	DEFENCE 86
AGILITY 105	WISDOM 62
MAGIC Poisonous Poke, Venemous Valley	
EXP 255	GOLD 50
	Insulade/*Seed of life
EASE OF SCOUTING 1.5	
SKILLS 77 Toxifier, 142 Attack Boost	

GREAT ARGON LIZARD	
	RANK E
LV 25	HP 448 MP 36
ATTACK 202	DEFENCE 138
AGILITY 126	WISDOM 81
MAGIC Flame Breath, Deep Breath	
EXP 904	GOLD 50
	Jumbo Insulade/*Seed of life
EASE OF SCOUTING 1	
SKILLS 46 Breath, 171 Gobstopper Ward	

FROU-FROU	
	RANK D
LV 25	HP 498 MP 26
ATTACK 186	DEFENCE 122
AGILITY 63	WISDOM 216
MAGIC Dazzleflash, Kasap, Snooze	
EXP 612	GOLD 50
	Dragontail whip
EASE OF SCOUTING 1	
SKILLS 96 Cold Sleep, 176 Sleep Ward	

DRACKY	
	RANK F
LV 15	HP 76 MP 18
ATTACK 57	DEFENCE 38
AGILITY 76	WISDOM 35
MAGIC None	
EXP 58	GOLD 23
	Chimera wing
EASE OF SCOUTING 2	
SKILLS 58 Dark Knight, 148 Agility Boost	

GREAT DRACKY	
	RANK E
LV 25	HP 325 MP 255
ATTACK 156	DEFENCE 118
AGILITY 146	WISDOM 288
MAGIC Crack, Bang	
EXP 311	GOLD 132
	Chimera wing/*Seed of skill
EASE OF SCOUTING 1	
SKILLS 16 Bang & Crack, 159 Zam Ward	

STUMP CHUMP	
	RANK E
LV 16	HP 93 MP 24
ATTACK 88	DEFENCE 54
AGILITY 28	WISDOM 72
MAGIC Heal, Zing	
EXP 94	GOLD 44
	Medicinal herb
EASE OF SCOUTING 2	
SKILLS 108 Green Finger, 142 Attack Boost	

Finding Uncharted Islands

Occasionally, as the hero travels on a sea scooter between islands, he spots a small speck of land. These are small islands that contain monsters and possibly brown chests.



Hero has discovered an uncharted island!



MONSTER SCOUT CHALLENGE FINALS

After you finish all four shrines and collect at least 10 darkonium crystals, head for Monster Scout HQ. Go upstairs to Baden's Belfry to turn in your darkonium and reach the finals.



The finalists are announced as follows: Solitaire, Tryger, Missy, Slimon, and the hero. Your new objective is to prepare for the finals.



ROUND 1 - SLIMON

Your first opponent is Slimon, the sultan of slime and grognard of goo. This is a pretty straightforward fight. If you have put any time into leveling up your monsters, this fight should go quickly.



12	ANGEL SLIME
	RANK C
LV 20	HP 226 MP 68
ATTACK 162	DEFENCE 125
AGILITY 158	WISDOM 222
MAGIC Midheal, Dim, Frizzle	

At this point you can try the final challenge at Madame Rummy's on Palaish Isle. This is a great place to get a lot of experience. There are also new items and better weapons available at the department store.



Once you are prepared for the finals, talk to the receptionist at Monster Scout HQ to start the finals. Be sure you have the monsters in your team that you want to use.

01	SLIME
	RANK F
LV 18	HP 280 MP 36
ATTACK 152	DEFENCE 115
AGILITY 67	WISDOM 126
MAGIC Deep Breath, Flame Breath, Multiheal	

19	DRAGON SLIME
	RANK D
LV 18	HP 190 MP 41
ATTACK 186	DEFENCE 125
AGILITY 99	WISDOM 45
MAGIC Zammle	

ROUND 2 - MISSY

second opponent is the tournament's youngest and greatest competitor, little Missy! This fight gets significantly tougher than last. Watch out for the freeze spell, this can put a hole in your monsters to go for a few rounds.



48	FROU-FROU	RANK	B
LV 21	HP 304	MP 26	
ATTACK 186	DEFENCE 122		
AGILITY 63	WISDOM 216		
MAGIC Dazzle, Kasap, Snooze			

104	GIGANTES	RANK	A
LV 21	HP 355	MP 54	
ATTACK 212	DEFENCE 108		
AGILITY 96	WISDOM 116		
MAGIC Frost Slash, Cold Blizzard			

135	LIVING STATUE	RANK	A
LV 21	HP 226	MP 65	
ATTACK 173	DEFENCE 152		
AGILITY 188	WISDOM 6		
MAGIC Weird Dance, Tap Dance, Hustle Dance			

ROUND 3 - TRYGER

our third opponent is Tryger, the scout in the weartiger costume. Tryger only has two monsters to fight against your three. Psyche up and use Oomph to increase your attack power and strength, then hit them hard.



79	GARUDA	RANK	A
LV 26	HP 317	MP 113	
ATTACK 218	DEFENCE 166		
AGILITY 199	WISDOM 82		
MAGIC Cold Blizzard, Oomphle, Crackle			

80	BEETLEBULLY	RANK	S
LV 28	HP 364	MP 44	
ATTACK 234	DEFENCE 148		
AGILITY 121	WISDOM 255		
MAGIC Midheal, Kaping, Kazing			



FINAL ROUND - SOLITAIRE

your final fight is against Solitaire, the scout challenge idol herself. She notices the Incarnus in your party and attacks it, which gets her disqualified. This makes the hero the winner of the seventh Monster Scout Challenge.

The hero goes to the commissioner's office to receive the Scout's Mark, but Dr Snap has other plans and runs off with the Incarnus. This gives the hero a new objective: Find the commissioner.



Announcer
Here she is, the one you've been waiting for – it's Solitaire, the scout challenge idol herself!



Solitaire
I came to the Commissioner's office to check out the Scout's Mark...



FIND THE COMMISSIONER

Follow the commissioner to Infant Isle and then on to Celeste Isle. Immediately turn around and take the other jetty to Fert Isle. Find Black Jacques in the scoutpost den. He explains that the monsters have gotten loose at CELL HQ.



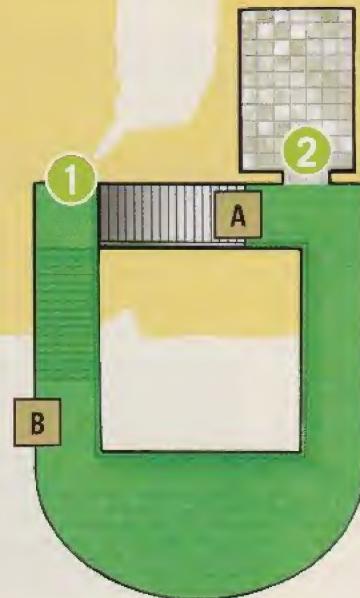
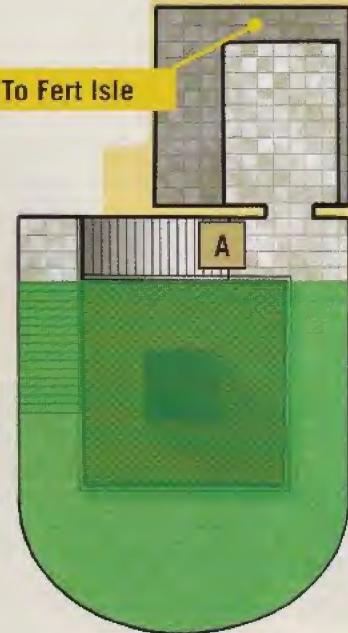
Head out of the scoutpost and run left around to the back of the island to find the secret jetty. This sea scooter takes you to CELL HQ.



BACK TO CELL HQ

Chests

FORESTER'S AXE



LEGEND

- 1 = CHECKPOINT
- A = MAP POINT

Monsters

JARGON

		RANK	CELL CLASS				
LV	22	HP	270	MP	38		
ATTACK	171	DEFENCE	98				
AGILITY	84	WISDOM	38				
MAGIC	Flame Breath						
EXP	378	GOLD	72				
Items	Insulade						
EASE OF SCOUTING	1						
SKILLS	91 Toughie, 164 Fire Breath Ward						

METAL DRAGON

		RANK	CELL CLASS				
LV	25	HP	450	MP	48		
ATTACK	178	DEFENCE	186				
AGILITY	108	WISDOM	36				
MAGIC	Dazzleflash						
EXP	643	GOLD	50				
Items	Metal claws						
EASE OF SCOUTING	1						
SKILLS	82 Assassin, 142 Attack Boost						

BELIAL

		RANK	CELL CLASS				
LV	35	HP	1760	MP	255		
ATTACK	208	DEFENCE	115				
AGILITY	125	WISDOM	158				
MAGIC	Buff, Inferno Slash, Kaboom						
EXP	8800	GOLD	300				
Items	Yggdrasil dew						
EASE OF SCOUTING	--						
SKILLS							

DINGALING

		RANK	CELL CLASS				
LV	41	HP	186	MP	30		
ATTACK	158	DEFENCE	83				
AGILITY	103	WISDOM	30				
MAGIC	Thunderbolt Slash, Hatchet Man						
EXP	257	GOLD	85				
Items	Headsman's axe						
EASE OF SCOUTING	1.5						
SKILLS	106 Dragon Lore, 142 Attack Boost						

		RANK	CELL CLASS				
LV	129	HP	124	MP	12		
ATTACK	138	DEFENCE	155				
AGILITY	146	WISDOM	26				
MAGIC	Snooze, Kabuff						
EXP	247	GOLD	70				
Items	Exodus						
EASE OF SCOUTING	1.5						
SKILLS	110 Materialist, 145 Defence Boost						

CHECKPOINTS

1 Warden's Office

Fight your way through the lab and up to the second level. Go up the steps to the warden's office to find a belial about to attack a couple CELL members.

After defeating the belial, talk to the warden. He gives you the baryon sphere, the only thing that can neutralize the darkonium sphere.

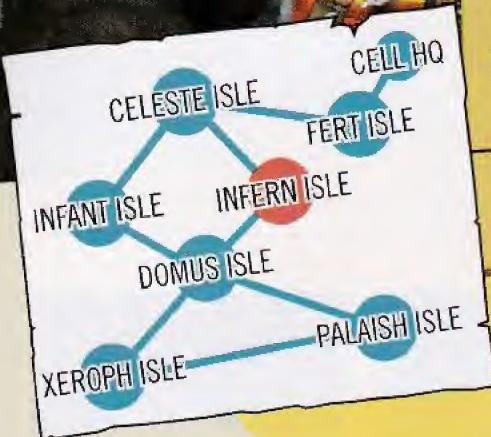


2 Metal Dragon

Go out the door down the steps from the office. Find a metal dragon down the path to the left. Find another in the small room on the second floor. Take the jetty back to Domus Isle.



RETURN TO INFERN ISLE



When you return to Infern Isle, you find that the sky has darkened and different monsters now inhabit it. Go through the mysterious door to enter the mountain.

Monsters

38	DRAGURN
	RANK
LV 24	HP 305 MP 35
ATTACK 179	DEFENCE 98
AGILITY 99	WISDOM 25
MAGIC Inferno, Cold Blizzard	
EXP 328	GOLD 160
	Dragontail whip
EASE OF SCOUTING 1.5	
SKILLS 40 Fire, 142 Attack Boost	

43	TYRANTOSAURUS
	RANK
LV 24	HP 267 MP 52
ATTACK 212	DEFENCE 154
AGILITY 173	WISDOM 84
MAGIC Inferno, Helm Splitter	
EXP 410	GOLD 99
	Warlord's hammer
EASE OF SCOUTING 1.5	
SKILLS 81 Guerrilla, 142 Attack Boost	

102	COCKATEER
	RANK
LV 20	HP 196 MP 28
ATTACK 174	DEFENCE 180
AGILITY 170	WISDOM 37
MAGIC Swoosh, Baffling Bonk, Gust Slash	
EXP 339	GOLD 33
	Silver broadsword
EASE OF SCOUTING 1.5	
SKILLS 107 Bird Brain, 142 Attack Boost	

103	SILVAPITHECUS
	RANK
LV 21	HP 191 MP 45
ATTACK 168	DEFENCE 164
AGILITY 172	WISDOM 132
MAGIC Kasap, Kamikazee, Kafrizz	
EXP 290	GOLD 84
	Wizard's shilling
EASE OF SCOUTING 1.5	
SKILLS 105 Diabolist, 155 Bang Ward	

160	LETHAL ARMOUR
	RANK
LV 22	HP 210 MP 38
ATTACK 180	DEFENCE 196
AGILITY 154	WISDOM 188
MAGIC Kasnooze	
EXP 341	GOLD 25
	Halberd
EASE OF SCOUTING 1.5	
SKILLS 96 Cold Sleep, 151 Wisdom Boost	

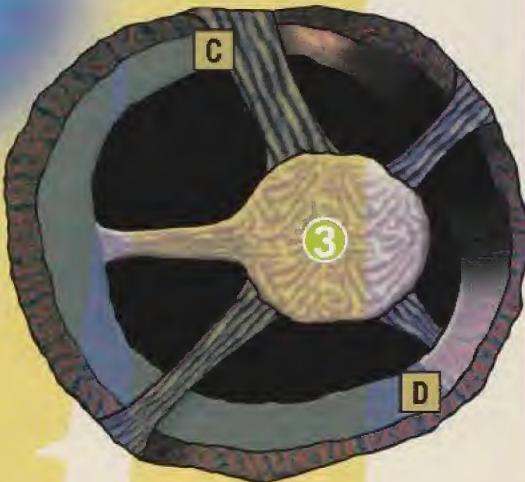
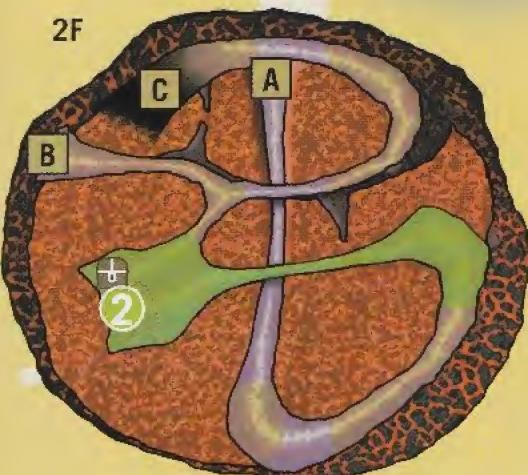
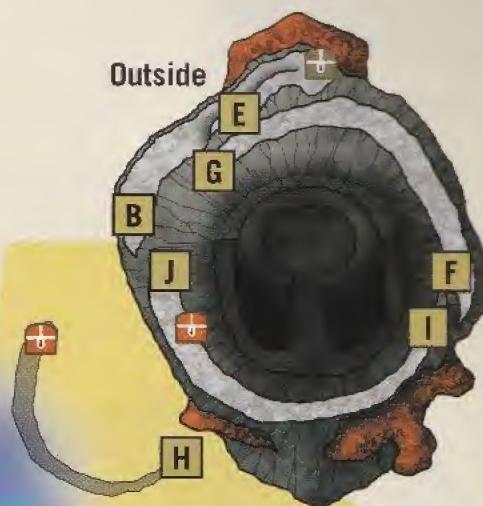
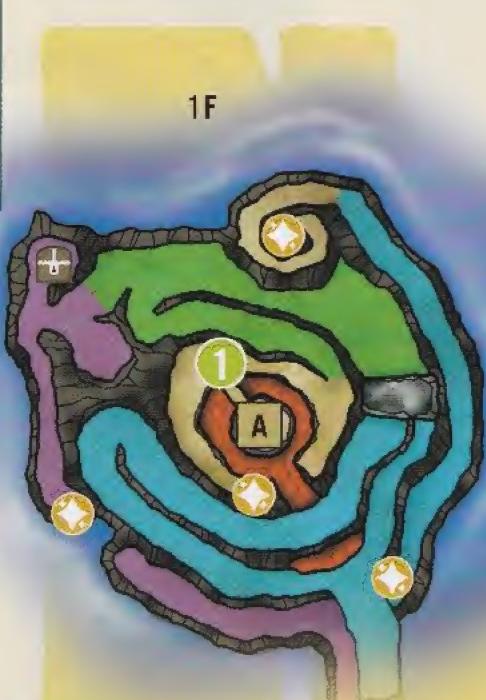
188	SKELETON SOLDIER
	RANK
LV 17	HP 201 MP 10
ATTACK 193	DEFENCE 170
AGILITY 166	WISDOM 99
MAGIC Midheal	
EXP 365	GOLD 45
	Sage's elixir
EASE OF SCOUTING 1.5	
SKILLS 59 Healer, 142 Attack Boost	



INFERN MOUNTAIN

Chests

- ⊕ RANDOM X4
- ⊕ WARLORD'S HAMMER
- ⊕ ZOMBIESBLIGHT
- ⊕ YGGDRASIL DEW
- ⊕ STAFF OF DARKNESS
- ⊕ YGGDRASIL LEAF
- ⊕ SACRED TALONS



LEGEND

- | | |
|--|-----------------|
| | = CHECKPOINT |
| | = MAP POINT |
| | = CHEST |
| | = SEED OF SKILL |

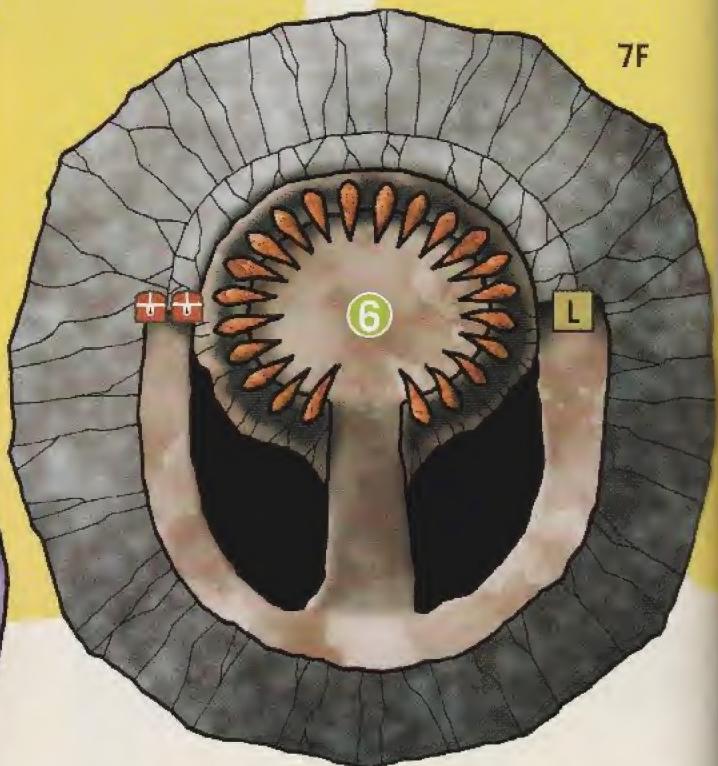
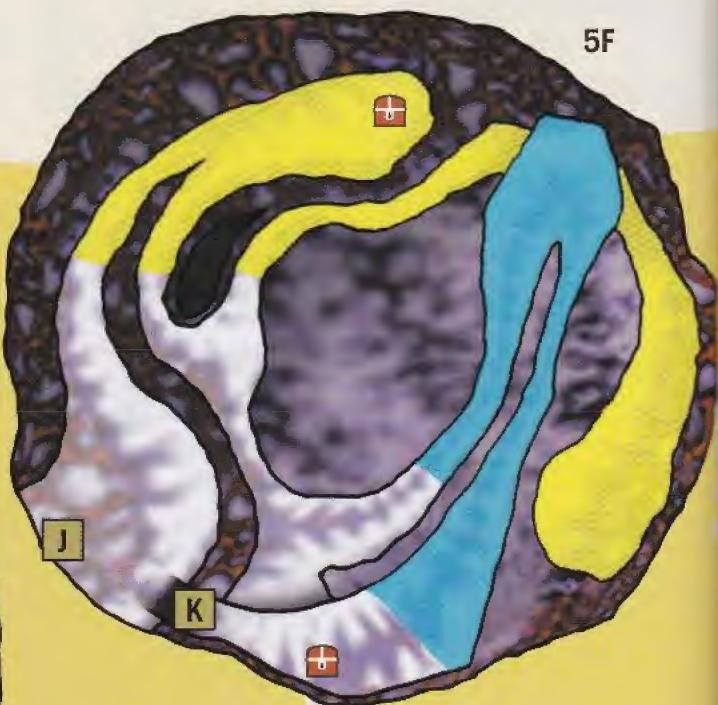
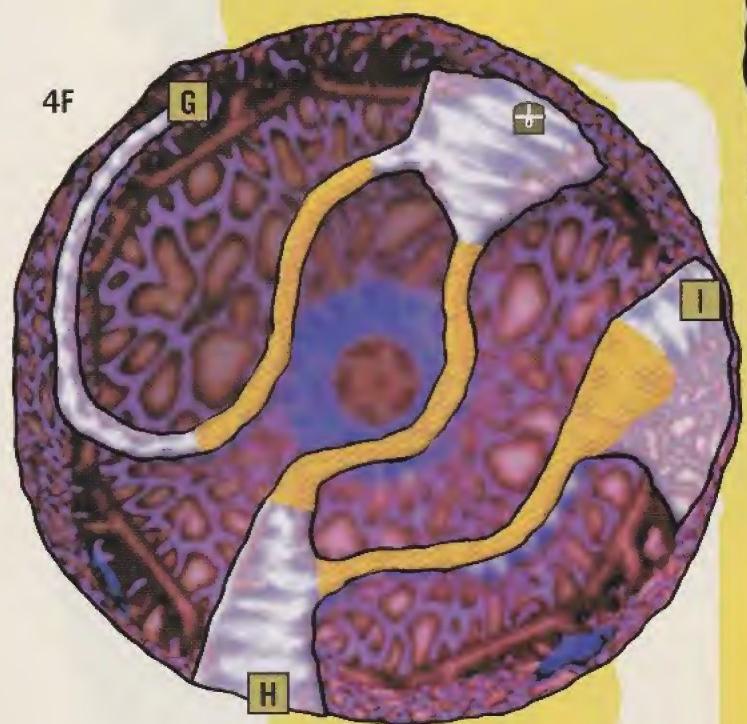
LEGEND

1 = CHECKPOINT

A = MAP POINT

+ = CHEST

★ = SEED OF SKILL



Monsters

LIQUID METAL SLIME (RARE)	
	RANK FEDCBAS
LV 1	HP 10 MP 255
ATTACK A74	DEFENCE 999
AGILITY 255	WISDOM 152
MAGIC Frizzle	
EXP 30072	GOLD 40
Seed of agility/*Seed of defence	
EASE OF SCOUTING 0.5	
SKILLS 90 Bombardier, 148 Agility Boost	

BLACK DRAGON	
	RANK FEDCBAS
LV 38	HP 1670 MP 80
ATTACK 308	DEFENCE 204
AGILITY 115	WISDOM 104
MAGIC Inferno, Blast Slash, Cold Blizzard	
EXP 4705	GOLD 0
Dragonblight	
EASE OF SCOUTING --	
SKILLS --	

COCKATEER	
	RANK FEDCBAS
LV 20	HP 196 MP 28
ATTACK 174	DEFENCE 180
AGILITY 170	WISDOM 37
MAGIC Swish, Baffling Bonk, Gust Slash	
EXP 339	GOLD 33
Silver broadsword	
EASE OF SCOUTING 1.5	
SKILLS 107 Bird Brain, 142 Attack Boost	

SILVAPITHECUS	
	RANK CEDBAS
LV 21	HP 191 MP 45
ATTACK 168	DEFENCE 164
AGILITY 172	WISDOM 132
MAGIC Kasap, Kamikaze, Kaftrizz	
EXP 290	GOLD 84
Wizard's shilling	
EASE OF SCOUTING 1.5	
SKILLS 105 Diabolist, 155 Bang Ward	

MOHAWKER	
	RANK FEDCBAS
LV 36	HP 1160 MP 255
ATTACK 292	DEFENCE 160
AGILITY 145	WISDOM 75
MAGIC Multiheal, Oomph, Boulder Bash, Helm Splitter	
EXP 4460	GOLD 413
Seed of magic	
EASE OF SCOUTING --	
SKILLS --	

BUFFALOGRE	
	RANK FEDCBAS
LV 36	HP 1250 MP 0
ATTACK 326	DEFENCE 150
AGILITY 128	WISDOM 56
MAGIC Psyche Up	
EXP 4680	GOLD 450
Seed of life	
EASE OF SCOUTING --	
SKILLS --	

ATLAS	
	RANK FEDCBAS
LV 36	HP 1768 MP 255
ATTACK 348	DEFENCE 166
AGILITY 126	WISDOM 83
MAGIC Meditation	
EXP 5264	GOLD 0
Sledgehammer	
EASE OF SCOUTING --	
SKILLS --	

TRAP BOX (ONE CHANCE)	
	RANK FEDCBAS
LV 28	HP 888 MP 58
ATTACK 288	DEFENCE 199
AGILITY 162	WISDOM 108
MAGIC Snooze, Fuddle, Crackle	
EXP 999	GOLD 264
Medicinal herb	
EASE OF SCOUTING 1	
SKILLS 8 Fear-monger, 145 Defence Boost	

FALLEN PRIEST	
	RANK FEDCBAS
LV 22	HP 213 MP 134
ATTACK 170	DEFENCE 156
AGILITY 182	WISDOM 268
MAGIC Kazing, Zammle, Kaswoosh	
EXP 490	GOLD 44
Yggdrasil leaf/*Neutral ground	
EASE OF SCOUTING 1.5	
SKILLS 31 Woosh & Zam, 142 Attack Boost	

BOSS TROLL	
	RANK FEDCBAS
LV 40	HP 1565 MP 60
ATTACK 292	DEFENCE 95
AGILITY 90	WISDOM 32
MAGIC None	
EXP 4160	GOLD 0
Oaken club/*Seed of strength	
EASE OF SCOUTING --	
SKILLS --	

DEMON-AT-ARMS	
	RANK FEDCBAS
LV 32	HP 532 MP 100
ATTACK 256	DEFENCE 174
AGILITY 160	WISDOM 220
MAGIC Shadow Slash, Inferno Slash, Blizzard Slash, Blast Slash	
EXP 0	GOLD 0
Nothing	
EASE OF SCOUTING --	
SKILLS --	

PHANTOM SWORDSMAN	
	RANK FEDCBAS
LV 22	HP 208 MP 39
ATTACK 210	DEFENCE 166
AGILITY 210	WISDOM 104
MAGIC Uncamate, Thunderbolt Slash	
EXP 460	GOLD 55
Obsidian sword/*Elfin elixir	
EASE OF SCOUTING 1.5	
SKILLS 31 Woosh & Zam, 142 Attack Boost	

188 SKELETON SOLDIER					
	RANK	FEED ME	BEST	WORST	
LV 17	HP	201	MP	16	
ATTACK	193	DEFENCE	170		
AGILITY	166	WISDOM	99		
MAGIC	Midheal				
EXP	365	GOLD	45		
	EASE OF SCOUTING	1.5			
SKILLS	59 Healer,				
	142 Attack Boost				

190 SOULSPAWN					
	RANK	FEED ME	BEST	WORST	
LV 24	HP	195	MP	32	
ATTACK	162	DEFENCE	140		
AGILITY	318	WISDOM	115		
MAGIC	Sweet Breath, Paralysing Punch, Mist Me, Venom Breath, Wave of Panic				
EXP	550	GOLD	40		
	EASE OF SCOUTING	1.5			
SKILLS	104 Graveheart,				
	174				

193 TORTURED SOUL					
	RANK	FEED ME	BEST	WORST	
LV 32	HP	486	MP	238	
ATTACK	184	DEFENCE	138		
AGILITY	204	WISDOM	196		
MAGIC	Magic Barrier, Magic Frailty, Insulate, Kasag				
EXP	0	GOLD	0		
	EASE OF SCOUTING	--			
SKILLS	--				

200 DR SNAPPED					
?	RANK	FEED ME	BEST	WORST	
LV ?	HP ?	MP ?			
ATTACK ?	DEFENCE ?				
AGILITY ?	WISDOM ?				
MAGIC					
EXP 0	GOLD 0				
	EASE OF SCOUTING	--			
SKILLS	--				

209 ACE OF SPADES					
?	RANK	FEED ME	BEST	WORST	
LV ?	HP ?	MP ?			
ATTACK ?	DEFENCE ?				
AGILITY ?	WISDOM ?				
MAGIC					
EXP 0	GOLD 0				
	EASE OF SCOUTING	--			
SKILLS	--				



CHECKPOINTS

1 Ace of Spades

The hero runs into a darkened Incarnus in the form of Ace of Spades. After you defeat the Ace of Spades, the hero uses the baryon sphere and the Incarnus rejoins your team as wulfsblade ace.



2 Chests

As you make your way through the seven floors of this mountain, refer to the maps to find your way to the top and to all of the chests.



3 Boss Troll

Up the narrow path to the center of the second floor to find a troll. You can not scout this boss troll.



Does 696 points of damage to the boss troll.

4 Black Dragon

Climb up to this platform and fight a black dragon. Grab the items from the chests and climb back down.



Does 269 points of damage to the black dragon.

5 Atlas

Atlas ambushes the team at this point. This is a tough fight against a level 36, rank S beast.



Mr. Murk takes 91 points of damage!

6 Dr Snap

Don't miss the two red chests at the end of the outside path. Go up the middle to find the commissioner. Take out the buffalogre and mohawker that he sends after you.



Wulfy calls forth terrifying lightning!

Dr Snap transforms into a monster, Dr Snapped. He is joined by a tortured soul and a demon-at-arms. Take out his helpers first and throw everything you have at Dr Snapped. This is a long fight, so make sure that you have plenty of healing items in your hand before the battle begins. Fortunately, you are fully healed before the battle.



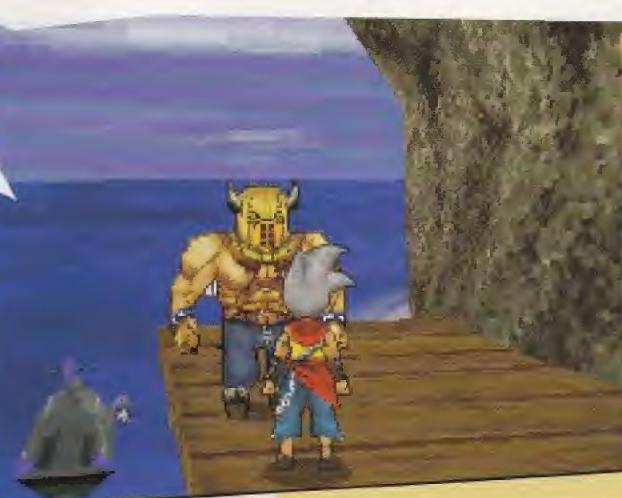
Tortured soul Dr Snapped Demon-at-arms



Does 670 points of damage to Dr Snapped.

At this point, you can't do anything but go to the commissioner's office. When you regain control, revisit the Scout's Stone.

ORDER OF EVENTS



This section is designed to function as a quick walkthrough for the game. If you just need a hint, this is the guide for you.

1 CELL HQ

Head for the jetty.

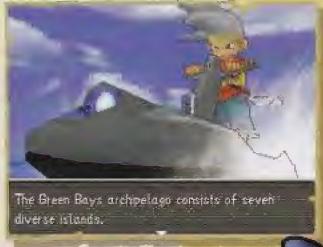


Select a starting monster.

Probs:		Rank
Level:	HP	24 / 24 MP: 15 / 15
Attributes:		
Attack:	14	
Defense:	12	
Agility:	12	
Wisdom:	14	
Equipment:	None	
Skills:	Dark Knight, Rollout, Boost	
Exp:	Next Lv: 0	

2 Domus Isle

Go to Domus Isle.



Jump on the other sea scooter.



3 Infant Isle

Go to Infant Isle and visit the scoutpost.



Scout a team.



Visit Scoutmaster Shuffles and begin his test.



Cut through the cave.



Take the Scout's Pledge.



DRAGGY

4 Domus Isle

Go to Domus Isle and visit MSO Headquarters to register for the Monster Scout Challenge. Take the western jetty to Xeroph Isle.



You're here for the challenge, is that right?
Let me just register you...

5 Xeroph Isle

Visit the scoutpost.



Cut through the middle of the island and enter cave through quicksand.



Fight the orc.



Head back to the northern cave and exit to other side of island.



Knock down the bridges for quicker access to the scoutpost.



Enter the shrine and defeat the sentinel. Then take the north jetty to Palaish Isle.



6 Palaish Isle

Visit the scoutpost.



Talk to Madame Rummy.



Madame Rummy
...you shall have free and unfettered access to my garden of delights!

Talk to the man downstairs and complete the garden challenge.



Are you here to attempt Madame Rummy's Garden Challenge?

Enter the shrine and defeat the second sentinel.



7 Domus Isle

Visit the now open department store. Take the sea scooter to Infern Isle.



8 Infern Isle

Explore Infern Isle and make your way to the other jetty.



9 Celeste Isle (South)

Explore southern section of island.



Enter the temple.



Obtain the solar tablet and place it on the altar. Return to Domus Isle.



12 Celeste Isle (North)

Grab the lunar tablet and place it on the altar.



Transport to the small island and enter the shrine.



10 Domus Isle

Go to Monster Scout HQ and talk to Dr Snap. Afterward, head to Infant Isle.



11 Domus Isle

Grab darkonium from blue chest on newly opened section and take the western sea scooter.



13 Fert Isle

Explore the island and grab the darkonium crystals.



Enter the final shrine and defeat the sentinel.



14 Domus Isle

Head to Baden's Belfry at the MSO's HQ and turn in your ten darkonium crystals to reach the finals.



15 Fert Isle and Palaish Isle

To prepare for the finals, do some leveling up on Fert Isle and complete Madame Gummy's garden challenge.



16 Domus Isle

Go to the receptionist at Monster Scout HQ to start the Finals.



17 Find the Commissioner

Follow the commissioner to Infant Isle, then to Celeste Isle, and finally to Fert Isle.



Use the north jetty on Fert Isle to get back to CELL HQ.



Defeat the belial and talk to warden.



18 Infern Isle

Return to Infern Isle and enter the mountain. Make your way up to the top and finish off the enemies to complete the game.





SOLITAIRE'S CHALLENGE

After you have completed the game, you can load your game back up for a new endeavor. The hero is in Solitaire's office where she proposes a new non-stop challenge known as Solitaire's Challenge.

There are two requirements to compete in Solitaire's Challenge:

ATTAIN RANK X IN THE BATTLE ARENA

PASS THE ADVANCED MONSTER SCOUT PROFICIENCY TEST



Those who make the grade get to fight the new Commissioner. This starts a new objective: fulfill Solitaire's requirements.

PREPARE FOR FIGHT WITH SOLITAIRE

It would be worth your time to build up a good team of Rank A or S monsters for this fight. Level up your monsters at the metal menagerie or Infern Isle's Tartarus (the final dungeon). You can talk to the blue-haired scout near the east sewer entrance to go straight to the entrance. You can wander through the entire Tartarus, or just step inside and use the Whistle ability to call enemies to you. Liquid metal slimes may also appear every once in awhile. You will also see some metal king slimes here, but not nearly as often. Use Metal Slash against these foes, or a weapon that is lethal against metal monsters such as the obsidian sword.

You are unable to use items in this battle, so be sure your healer has a revive spell and a good heal spell.

A man and woman are in the commissioner's office and they have more challenges for you.

The woman wants you to acquire a hundred different skills for your library. Complete this to receive a metal king slime.

Next, collect 150 skills for your library to receive a metal kaiser slime. Collect all of the skills to get a monster from *Dragon Quest VIII*, leopold.

The man wants you to collect 100 monsters in your library. Complete this to receive a liquid metal slime. Next, collect 200 monsters in your library to receive a grandpa slime. Get all of the monsters in your library to get another monster from *Dragon Quest VIII*, the god bird empyrea.

After completing both the skills and monster libraries, the man gives you a robbin' hood—the legendary thief from *Dragon Quest III* and *Dragon Quest IV*. The woman gives you a trode—the cursed king monster himself.



FIGHT SOLITAIRE



After you have completed the Battle Arena and the Advanced Master Scout Proficiency Test, talk to Commissioner Solitaire about her. Her team consists of the following three monsters:

THE BRASS KEY AND THE SEWER DOOR

Head down to the sewer and use the brass key on the locked door to enter Dr. Snap's laboratory. There are notes to read among the books in the first room. Proceed to the back of the laboratory to find an estark

Estark was the lord of the underworld in *Dragon Quest IV* and made appearances in *Dragon Quest V* and *Dragon Quest VI*. Examine it to fight your first Rank X monster.

METAL KAISER SLIME



ATLAS



141 MUMBOH-JUMBOE



Defeat Team Solitaire to receive a brass key from the Commissioner. She also informs the hero that this was just the first round and there are more to come. Return to her if you want to fight her again as practice.



Hero receives a brass key.



The *estork* pushes himself up-



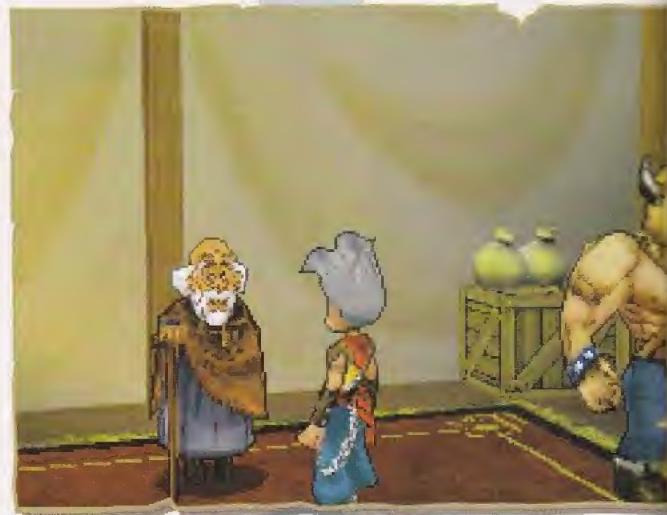
The estark casts Kazangle.

After defeating the estark, it joins your party and Igor Folds enters the lab. Talk to him, and then leave the sewer.



MONSTER SCOUT PROFICIENCY TEST

Visit Scoutmaster Shuffles in the tent on Infant Isle. He runs the island's famous Monster Scout Proficiency Test. Here are the ten problems with cost, solution, and prize.



Problem Number 1

COST: 5 G

PRIZE: MEDICINAL HERB

Problem: Bring him a monster that you've scouted!

Solution: At this point, you have more than likely scouted a monster—show Scoutmaster Shuffles.

Problem Number 2

COST: 10 G

PRIZE: ANTIMAGIC POWDER

Problem: Bring him a monster that can equip a cypress staff!

Solution: There are several monsters that can equip a cypress staff, such as a dracky or platypunk.

Problem Number 3

COST: 25 G

PRIZE: MAGIC ELIXIR

This doesn't become available until after the opening ceremony of the challenge has taken place on Domus Isle.

Problem: Bring him a monster that only appears on this island at night!

Solution: If you have a ghost, winky, or stump chump show it to Shuffles to complete problem 3.

Problem Number 4

COST: 50 G

PRIZE: BATTLE WHIP

Problem: Bring him a monster of the dragon family!

Solution: Return once you have scouted a monster of the dragon family, such as the Komodo—which can be found on Xeroph Isle.

Problem Number 5

COST: 100 G

PRIZE: SEED OF MAGIC

Problem: Bring him a Rank E monster!

Solution: Bring back a Rank E monster, such as the mummy boy from Xeroph Isle.

Problem Number 6

COST: 180 G

PRIZE: MARTIAL ARTIST'S SCROLL

Problem: Bring him a monster that you've synthesised!

Solution: Once you have two monsters that you can fuse and don't care to lose, do it and return the synthesised monster to Shuffles.

Problem Number 7

COST: 300 G

PRIZE: DARKONIUM CRYSTAL OR YGGDRASIL LEAF IF YOU
ALREADY TURNED IN YOUR 10 DARKONIUM

Problem: You have to bring him a Rank C monster that is ALSO of the material family.

Solution: This problem is getting a little more specific. You must have a mud mannequin, a dingaling, a hunter mech, or a puppeteer to solve problem 7. You can scout a hunter mech once you get to Celeste Isle.

Problem Number 8

COST: 500 G

PRIZE: PLUS SCEPTRE

Problem: Bring him a jumping jackal!

Solution: Can't get more specific than that. You will need to fuse two monsters to get a jumping jackal. Scout a chainine from Palaish Isle and a frogface from Fert Isle. Fuse them together to get your jumping jackal.

Problem Number 9

COST: 800 G

PRIZE: "POSITIVE PULLER"

Problem: Bring him a king slime – from this island or anywhere else!

Solution: You can scout a king slime from the top of Infant Isle near the scout's pledge stone. It can also be synthesised by fusing two sets of slimes together and then fusing the two resulting slimes together.

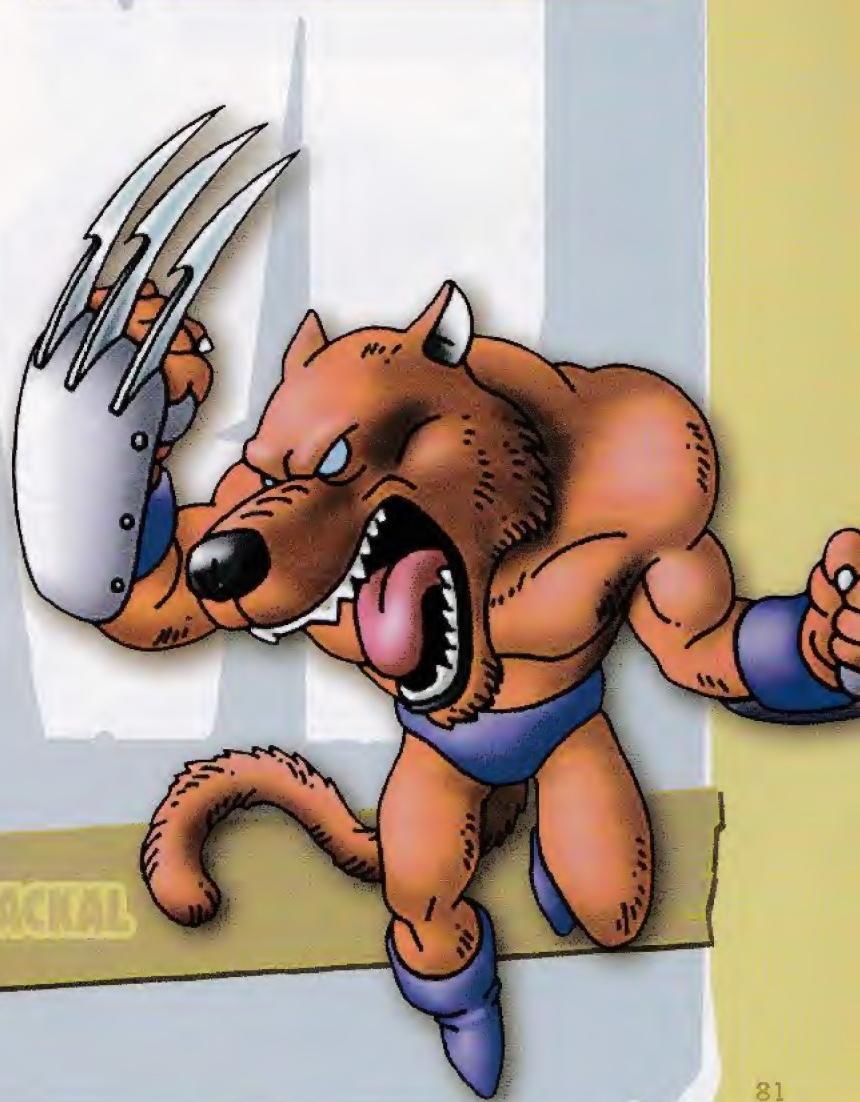
Problem Number 10

COST: 1000 G

PRIZE: METAL TALONS

Problem: Bring him a Rank A monster!

Solution: There are several Rank A monsters to choose from. If you don't have one, you can scout gigantes from Infant Isle if you are strong enough. Or, try synthesising your own Rank A monster.



ADVANCED MONSTER SCOUT PROFICIENCY TEST



Scoutmaster Shuffles

TA-DA! It's time for the Advanced Monster Scout Proficiency Test!

After completing the game, you get another set of challenges from Scoutmaster Shuffles. You must complete this test to participate in Solitaire's Challenge.



Problem Number 1

COST: 1000 G

PRIZE: ELFIN ELIXIR

Problem: Bring him a green slime that thinks it's a courageous steed. Oh, and despite its name, it likes both night and day.

Solution: Bring him a slime knight to solve the first problem. If you don't have one already, fuse a healslime with a skelegon.

Problem Number 2

COST: 1100 G

PRIZE: YGGDRASIL DEW

Problem: Bring him a hot-tempered monster that needs a spittoon!

Solution: Bring him a spitnik. You can scout one on Xeroph Isle at night.

Problem Number 3

COST: 1200 G

PRIZE: GOLD NUGGET

Problem: Fill in the blank: _____ Quest is my favourite RPG! Then bring him one—specifically a GREEN one.

Solution: Bring him a green dragon. If you don't have one and haven't killed the one in the temple on Palaish Isle, scout that one. Otherwise, you need to synthesise one. You can fuse an argon lizard with a frogface or jargon. Lizzy also has one to trade.

Problem Number 4

COST: 1300 G

PRIZE: SAGE'S STAFF

Problem: He doesn't want any 'G-rate' monster, he wants a monster that's better than good. Now don't let his question 'grate' on your nerves too much.

Solution: Show him a great argon lizard. There is a rare great argon lizard on Fert Isle. You can also scout four argon lizards and fuse them together to get a great argon lizard. Any monster with "great" in its name will work such as the great sabrecub or great sabrecat.

Problem Number 5

COST: 1400 G

PRIZE: SCOURGE WHIP

Problem: Fetch him a "manly" monster. To figure out the type of monster he wants, you'll have to look closely at the species name.

Solution: Show him a "manly" merman to complete this problem. You can scout a bodkin archer and fuse it with a mecha-mynah to get a merman. Any monster with "man" in its name will work such as the mud mannequin and anchorman.

Problem Number 6

COST: 1500 G

PRIZE: SAGE'S SCROLL

Problem: The monster he seeks was meant to stand on a pedestal, but it prefers to spend its whole life stomping around, with the same stony expression on its face.

Solution: Bring the scoutmaster a living statue to complete number 6. You can fuse a wailin' weed with a mud mannequin or dingaling to get a living statue.

Problem Number 7

COST: 1600 G

PRIZE: HERO SPEAR

Problem: The monster Shuffles seeks is a man-eating menace that likes to think outside the box. Watch out—it's one canny little carnivore!

Solution: He wants a cannibal that thinks outside the 'box.' Bring him a cannibox. If you do not have a cannibox, you can fuse two goodybags together to get one.

Problem Number 8

COST: 1700 G

PRIZE: DRAGON SLAYER

Problem: The ghoulish ghost that the scoutmaster seeks may have a grin on its bony face, but it really is a very unhappy soul. Just think about it... Sad souls whose bony grins hide the torture within...

Solution: What he is looking for is a tortured soul. Synthesise one by combining a wailin'weed with a giant moth, a mud mannequin, or a hellhound. All of these are scutable from Fert Isle.

Problem Number 9

COST: 1800 G

PRIZE: 'NEUTRAL GROUND'

Problem: The many-armed demon he seeks wears a skull around its neck. It's MAL-evolent, it's WRATH-ful—and, er, it has wings too!

Solution: The scoutmaster pretty much spells out what he is seeking this time. He says it is "MAL-evolent" and "WRATH"-ful. He wants a malroth. This can be created by fusing a demon-at-arms with a khalamari, a buffalogre, or a living statue.

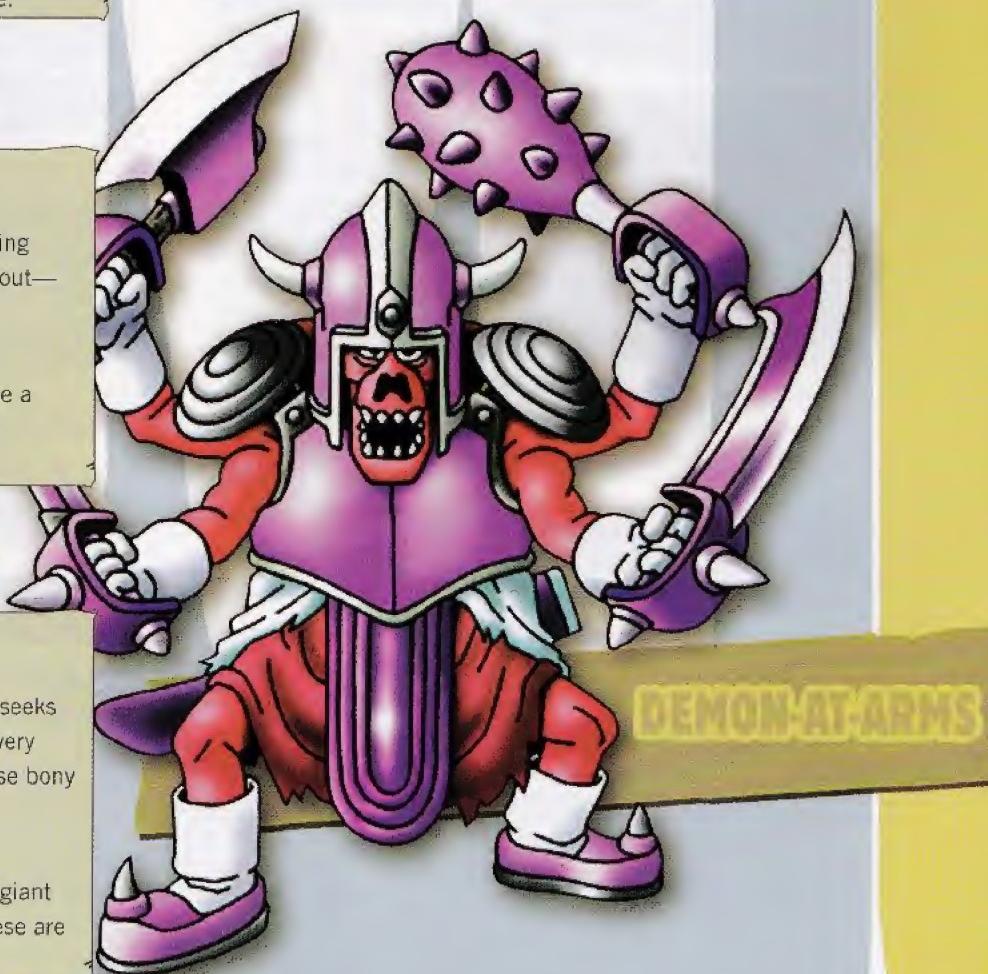
Problem Number 10

COST: 2000 G

PRIZE: ORICHALCUM CLAWS

Problem: Bring him a monster of the same type as your first monster.

Solution: Bring him a dracky, a platypunk, or a mischievous mole to complete the Advanced Monster Scout Proficiency Test.



BATTLE ARENA



Once the battle arena is open, talk to the masked man in the tent to get started. There are seven tourneys ranging from Rank E to X. Each tourney consists of three matches. Win all three to clear that rank.

If you have the Incarnus on your team, you will have to substitute it for another monster, so you do not draw any extra attention to it.



You can play through ranks multiple times, but you will only receive a prize the first time. Your only commands during battles are Fight, Tactics, and Forfeit.

Rules

NO SCOUTING.
FORFEITING WILL RESULT IN A LOSS.
NO RESTING BETWEEN BATTLES.

Rank E

COST: 10 G

PRIZE: SEED OF LIFE

Round 1

59 SCORPION A



RANK	F	E	L	D	G	A	S	LV	5	HP	23	MP	6
ATTACK	39							DEFENCE	46	AGILITY	15		
WISDOM	24							MAGIC	Poisonous Poke				

60 CRABID



RANK	F	E	L	D	G	A	S	LV	6	HP	58	MP	4
ATTACK	28							DEFENCE	24	AGILITY	34		
WISDOM	10							MAGIC	Buff				

59 SCORPION B



RANK	F	E	L	D	G	A	S	LV	5	HP	23	MP	6
ATTACK	39							DEFENCE	46	AGILITY	15		
WISDOM	24							MAGIC	Poisonous Poke				

Round 2

88 HAMMERHOOD A



RANK	F	E	B	B	S	S	S	LV	7	HP	62	MP	0
ATTACK	36							DEFENCE	22	AGILITY	6		
WISDOM	25							MAGIC	Psyche Up				

MISCHIEVOUS MOLE	
	RANK FEBRUARY LV 6 HP 54 MP 0
ATTACK 42 DEFENCE 32 AGILITY 8	WISDOM 28 MAGIC Psyche Up, Helm Splitter

HAMMERHOOD B	
	RANK FEBRUARY LV 6 HP 38 MP 0
ATTACK 44 DEFENCE 27 AGILITY 6	WISDOM 25 MAGIC Psyche Up

SKIPPER A	
	RANK FEBRUARY LV 7 HP 64 MP 8
ATTACK 48 DEFENCE 36 AGILITY 34	WISDOM 26 MAGIC Decelerate

SEE URCHIN	
	RANK FEBRUARY LV 6 HP 52 MP 10
ATTACK 35 DEFENCE 29 AGILITY 88	WISDOM 52 MAGIC Heal

SKIPPER B	
	RANK FEBRUARY LV 7 HP 87 MP 8
ATTACK 43 DEFENCE 38 AGILITY 34	WISDOM 26 MAGIC Sandstorm

Rank D

COST: 50 G

PRIZE: METAL CLAWS

DRACKY A	
	RANK FEBRUARY LV 8 HP 77 MP 16
ATTACK 53 DEFENCE 39 AGILITY 156	WISDOM 56 MAGIC Shade Slash

CHIMAERA	
	RANK FEBRUARY LV 9 HP 102 MP 16
ATTACK 62 DEFENCE 48 AGILITY 18	WISDOM 20 MAGIC Dazzle, Fire Breath

DRACKY B	
	RANK FEBRUARY LV 8 HP 77 MP 25
ATTACK 53 DEFENCE 39 AGILITY 142	WISDOM 98 MAGIC Zam

Final Round

FIRESPIRIT A	
	RANK FEBRUARY LV 8 HP 107 MP 50
ATTACK 56 DEFENCE 42 AGILITY 121	WISDOM 90 MAGIC Flame Slash, Frizz

DANCING FLAME	
	RANK FEBRUARY LV 10 HP 148 MP 22
ATTACK 60 DEFENCE 56 AGILITY 106	WISDOM 94 MAGIC Frizz, Bang

FIRESPIRIT B	
	RANK FEBRUARY LV 8 HP 107 MP 50
ATTACK 56 DEFENCE 42 AGILITY 70	WISDOM 113 MAGIC Defend, Fire Breath

Final Round

DRAGONTHORN	
	RANK FEBRUARY LV 10 HP 142 MP 10
ATTACK 68 DEFENCE 38 AGILITY 88	WISDOM 117 MAGIC Heart Breaker

KING KELP	
	RANK FEBRUARY LV 12 HP 166 MP 16
ATTACK 82 DEFENCE 52 AGILITY 30	WISDOM 132 MAGIC Fuddle Dance

31	DRAGONTHORN	3
	RANK FEDCBAS	LV 10 HP 124 MP 12
ATTACK 84 DEFENCE 49 AGILITY 88	WISDOM 117 MAGIC Paralysing Punch	

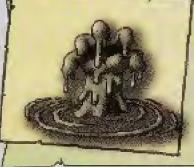
Rank C

COST: 100 G

PRIZE: DARKONIUM CRYSTAL OR YGGDRASIL LEAF IF YOU
ALREADY TURNED IN YOUR 10 DARKONIUM

Round 1

115	BAG O' LAUGHS	5
	RANK FEDCBAS	LV 12 HP 165 MP 43
ATTACK 111 DEFENCE 60 AGILITY 1	WISDOM 97 MAGIC Frizzle, Body Slam	

177	MUDY HAND	6
	RANK FEDCBAS	LV 11 HP 135 MP 4
ATTACK 100 DEFENCE 55 AGILITY 1	WISDOM 148 MAGIC Body Slam	

120	GOODYBAG	7
	RANK FEDCBAS	LV 11 HP 135 MP 36
ATTACK 100 DEFENCE 55 AGILITY 10	WISDOM 113 MAGIC Hustle Dance	

12	ANGEL SLIME	8
	RANK FEDCBAS	LV 12 HP 128 MP 108
ATTACK 108 DEFENCE 110 AGILITY 153	WISDOM 154 MAGIC Swoosh	

1	SLIME	9
	RANK FEDCBAS	LV 14 HP 153 MP 15
ATTACK 122 DEFENCE 138 AGILITY 100	WISDOM 99 MAGIC Hatchet Man, Helm Splitter	

4	HEALSLIME	10
	RANK FEDCBAS	LV 13 HP 144 MP 15
ATTACK 108 DEFENCE 110 AGILITY 15	WISDOM 106 MAGIC Kabuff, Accelerate, Heal	

Final Round

89	FENCING FOX	11
	RANK FEDCBAS	LV 14 HP 220 MP 22
ATTACK 163 DEFENCE 74 AGILITY 19	WISDOM 119 MAGIC Mercurial Thrust, Gust Slash, Lightning Blast	

181	PHANTOM FENCER	12
	RANK FEDCBAS	LV 13 HP 180 MP 18
ATTACK 124 DEFENCE 70 AGILITY 13	WISDOM 88 MAGIC Assassin's Stab, Shade Slash	

90	CHAININE	13
	RANK FEDCBAS	LV 15 HP 234 MP 23
ATTACK 146 DEFENCE 86 AGILITY 17	WISDOM 67 MAGIC Paralysing Punch, Blinding Blow	

6	Rank B	14
	COST: 500 G	
PRIZE: MINUS SCEPTRE		

72	SCISSOR BEATLE	15
	RANK FEDCBAS	LV 16 HP 168 MP 16
ATTACK 112 DEFENCE 78 AGILITY 12	WISDOM 124 MAGIC Midheal, Reheal	

80	BEETLEBULLY	16
	RANK FEDCBAS	LV 18 HP 212 MP 21
ATTACK 152 DEFENCE 90 AGILITY 16	WISDOM 94 MAGIC Hatchet Man, Psyche	

31 SCISSOR BEATLE

RANK	E	D	C	B	A	S	G	LV	16	HP	168	MP	35
ATTACK	125	DEFENCE	97	AGILITY	161								
WISDOM	124	MAGIC	Oomph, Kasap, Sag										

Round 2**32 FROGFACE**

RANK	E	F	D	C	B	A	S	G	LV	10	HP	206	MP	8
ATTACK	132	DEFENCE	82	AGILITY	222									
WISDOM	143	MAGIC	Dodgy Dance, Fuddle Dance, Tap Dance											

33 HEADHUNTER

RANK	E	F	D	B	A	S	G	LV	12	HP	288	MP	30	
ATTACK	150	DEFENCE	98	AGILITY	103									
WISDOM	99	MAGIC	Shade Slash, Lightning Slash, Gigashash											

34 DANCING DEVIL

RANK	E	F	D	B	A	S	G	LV	10	HP	224	MP	50	
ATTACK	126	DEFENCE	94	AGILITY	183									
WISDOM	305	MAGIC	Sultry Dance, Tap Dance, Hustle Dance, Boom											

Final Round**35 JUMPING JACKAL A**

RANK	E	D	C	B	A	S	G	LV	19	HP	285	MP	48	
ATTACK	148	DEFENCE	111	AGILITY	167									
WISDOM	152	MAGIC	War Cry, Flame Slash, Bomb Slash, Helm Splitter, Hatchet Man											

36 JUMPING JACKAL B

RANK	E	D	C	B	A	S	G	LV	19	HP	285	MP	48	
ATTACK	148	DEFENCE	111	AGILITY	167									
WISDOM	152	MAGIC	War Cry, Flame Slash, Bomb Slash, Helm Splitter, Hatchet Man											

70 GREAT SABRECAT

RANK	E	D	C	B	A	S	G	LV	18	HP	262	MP	40	
ATTACK	166	DEFENCE	113	AGILITY	268									
WISDOM	145	MAGIC	Mercurial Thrust											

Rank ACOST: 1000 G
PRIZE: DRAGONTAIL WHIP**Round 1****178 DEMONRIDER A**

RANK	E	D	C	B	A	S	G	LV	20	HP	296	MP	30	
ATTACK	198	DEFENCE	128	AGILITY	280									
WISDOM	134	MAGIC	Magic Barrier, Oomph											

189 GRIM RIDER

RANK	E	D	C	B	A	S	G	LV	22	HP	222	MP	141	
ATTACK	225	DEFENCE	138	AGILITY	104									
WISDOM	186	MAGIC	Kafizzle, Kaboom											

178 DEMONRIDER B

RANK	E	D	C	B	A	S	G	LV	20	HP	296	MP	138	
ATTACK	198	DEFENCE	128	AGILITY	280									
WISDOM	134	MAGIC	Sweet Breath, Burning Breath, Spooky Aura, Flame Breath, Cold Blizzard											

Round 2**123 CANNIBOX**

RANK	E	D	C	B	A	S	G	LV	21	HP	243	MP	2	
ATTACK	174	DEFENCE	154	AGILITY	312									
WISDOM	144	MAGIC	Kamikazee											

138 TRAP BOX

RANK	E	D	C	B	A	S	G	LV	25	HP	312	MP	27	
ATTACK	198	DEFENCE	211	AGILITY	196									
WISDOM	200	MAGIC	Venomous Volley, Paralysing Punch, Kazing											

123	CANNIBOX	
RANK	B	LV 23 HP 276 MP 80
ATTACK	188	DEFENCE 176 AGILITY 267
WISDOM	178	MAGIC Kafizzly, Kaboom

Final Round

140	KILLING MACHINE A	
RANK	F	LV 24 HP 298 MP 12
ATTACK	144	DEFENCE 182 AGILITY 87
WISDOM	114	MAGIC Sleep Sock, Baffling Bonk

141	MUMBOH-JUMBOE	
RANK	F	LV 26 HP 328 MP 0
ATTACK	168	DEFENCE 198 AGILITY 134
WISDOM	188	MAGIC None

140	KILLING MACHINE B	
RANK	F	LV 24 HP 298 MP 20
ATTACK	144	DEFENCE 182 AGILITY 87
WISDOM	114	MAGIC Stupefying Strike, Slowing Slug, Weakening Wallop, Helm Splitter

Rank S
COST: 2000 G
PRIZE: LOYALTY CARD

Round 1

160	LETHAL ARMOUR	
RANK	B	LV 25 HP 298 MP 34
ATTACK	236	DEFENCE 148 AGILITY 111
WISDOM	233	MAGIC Breathtaking Bash, Shade Slash, Lightning Slash, Bomb Slash

185	RESTLESS ARMOUR	
RANK	F	LV 25 HP 268 MP 45
ATTACK	249	DEFENCE 134 AGILITY 111
WISDOM	206	MAGIC Multiheal

194	ROSEGARDIN	
RANK	F	LV 28 HP 328 MP 35
ATTACK	284	DEFENCE 168 AGILITY 111
WISDOM	245	MAGIC Kafizzle, Spooky Aura, Multislash

Round 2

152	DESSERT DEMON	
RANK	F	LV 25 HP 277 MP 30
ATTACK	252	DEFENCE 158 AGILITY 238
WISDOM	243	MAGIC Sandstorm, Swoosh, Magic Frailty, Kafizzle

162	ARCHDEMON	
RANK	F	LV 26 HP 262 MP 77
ATTACK	304	DEFENCE 172 AGILITY 308
WISDOM	286	MAGIC Kafuddle, Boom

167	BELIAL	
RANK	F	LV 28 HP 304 MP 135
ATTACK	266	DEFENCE 168 AGILITY 98
WISDOM	312	MAGIC Psyche Up, Kaboom

Final Round

104	GIGANTES A	
RANK	F	LV 28 HP 388 MP 3
ATTACK	307	DEFENCE 68 AGILITY 1
WISDOM	1	MAGIC Hatchet Man, Kafizzle

ATLAS

RANK		S	LV	30	HP	315	MP	8
ATTACK	358	DEFENCE	82	AGILITY	1			
WISDOM	48	MAGIC	Hatchet Man					

GIGANTES B

RANK		S	LV	28	HP	388	MP	0
ATTACK	307	DEFENCE	68	AGILITY	1			
WISDOM	1	MAGIC	None					

Rank X

COST: 3000 G

PRIZE: MIRACLE MACE

Round 1**KHALAMARI**

RANK		S	LV	30	HP	416	MP	264
ATTACK	282	DEFENCE	164	AGILITY	10			
WISDOM	108	MAGIC	Deep Breath, Scorch, C-Cold Breath, Crackle					

OCTAVIAN SENTRY

RANK		S	LV	27	HP	310	MP	68
ATTACK	305	DEFENCE	175	AGILITY	268			
WISDOM	245	MAGIC	Gale Slash, Mercurial Thrust, Blizzard Slash					

GRACOS

RANK		S	LV	32	HP	284	MP	370
ATTACK	318	DEFENCE	195	AGILITY	123			
WISDOM	246	MAGIC	Kacrackle, Bounce, Reheal					

Round 2**DEMON-AT-ARMS**

RANK		S	LV	31	HP	298	MP	90
ATTACK	264	DEFENCE	212	AGILITY	234			
WISDOM	136	MAGIC	Inferno Slash, Shadow Slash, Blast Slash					

DON MOLE

RANK		S	LV	29	HP	520	MP	76
ATTACK	310	DEFENCE	183	AGILITY	131			
WISDOM	200	MAGIC	Psyche Up, Song of Salvation, Deep Breath, Gobstopper					

WIGHT KING

RANK		S	LV	33	HP	333	MP	270
ATTACK	288	DEFENCE	316	AGILITY	362			
WISDOM	1	MAGIC	Magic Frailty, Kasag, Bounce, Kafizzle, Kazammle					

GIGANTES**Final Round****MEGALODON A**

RANK		B	LV	32	HP	412	MP	148
ATTACK	322	DEFENCE	198	AGILITY	164			
WISDOM	264	MAGIC	Kazapple, Kaswooshle					

RUIN

RANK		S	LV	35	HP	489	MP	0
ATTACK	550	DEFENCE	252	AGILITY	8			
WISDOM	26	MAGIC	None					

MEGALODON B

RANK		B	LV	32	HP	412	MP	212
ATTACK	333	DEFENCE	173	AGILITY	164			
WISDOM	264	MAGIC	Share Magic					

MADAME RUMMY'S GARDEN CHALLENGE

When you reach Palaish Isle in your adventure, you talk to Madame Rummy about getting access to her gardens. Talk to the guy downstairs to attempt her garden challenge. The objective of the challenge is to gain access to all of her gardens. You must race against the clock to clear each area of a certain number of slimes. If you are successful, gates to the further reaches of the garden will open. Eventually, you will gain access to all of the palace gardens. As you strive to progress, remember this! Once you have opened an area, it will remain open—you may enter and explore at your leisure. At first, you may attempt to clear Madame Rummy's winkies area.



Madame Rummy's Winkies Area

Defeat 9 slimes in 2 minutes and 10 seconds to gain access to the huggies area.

You find three sets of three slimes in this first area of the garden. Quickly find each set and defeat them. You can now enter the next area of the garden. Go ahead and check it out to find chests and a seed of skill.



Madame Rummy's Huggies Area

Defeat 15 slimes in 3 minutes and 40 seconds to gain access to the kissies area.

Run through the garden and defeat five sets of three slimes to get access to the kissies area. Defeat them quickly, because the clock continues to tick during battles. Once you have completed this part of the challenge, you have access to all of Palaish Isle's gardens, except for the metal menagerie.



Metal Menagerie



After you finish the first two challenges, the metal menagerie remains closed. Only scouts who have advanced to the Master Scout Challenge finals may enter there. Once you are in the finals, return to the guy at the door to the gardens.

Defeat 15 slimes within 5 minutes to receive an invitation to the menagerie.

Run from slime to slime and defeat them until you have the necessary 15 slimes. Occasionally a slime will cast clang that puts up an impenetrable wall in front of it. Clang wears off after each turn, but as long as it goes first, it will keep casting clang.

Once you have completed this, you gain access to the metal menagerie for two and a half minutes—which means excellent experience for your team.

Fight as many metal slimes that you can in the two and half minutes. There are metal slimes up front and a couple liquid metal slimes in the next area. Knock down a bridge to find a metal king slime in the very back. The slimes get tougher to defeat the further back you go, but the experience goes up by quite a bit. All of them are a threat to flee though, so fighting the metal king slime is a big risk. You can waste a lot of time



Giger uses Metal Slash!

Equip your monsters with the obsidian sword, metal claws, or metal talons and bring a monster or two with the anti-metal skill.



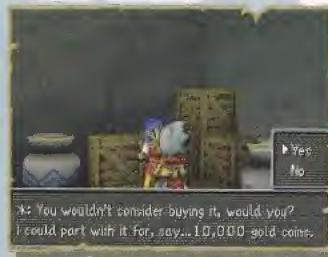
Take out a couple metal slimes and liquid metal slimes before going after the king metal slime. As long as you start the fight before the timer runs out, you can finish it.



*: Defeat 24 slimes within 5 minutes to receive another invitation to the menagerie.

The 2nd time you attempt this challenge you must first defeat 16 slimes within 5 minutes, then it is 17 and so on up to 24. Once you reach this point, every time after requires 24 slimes.

After you complete the game, you can purchase a metal ticket from a lady in the sewer. She is located next to the weapon shop. She sells it to you for 10,000 gold coins and it is good for one visit to the metal menagerie without having to complete the initial challenge.



*: You wouldn't consider buying it, would you? I could part with it for... say... 10,000 gold coins.



*: Is that what I think it is? Do you have one of the priceless metal tickets?

MONSTER MATCHMAKING



In this chapter you can find out the ideal synthesis matches for your monsters. However, each monster has its own requirements. This way you can create some monsters while only losing one monster. When you talk to the lady at the desk, she will give you five monsters that you can synthesise and what monster is required from you.

Select the monster you want to fuse with, then select a monster from your list that meets the requirement. Just like normal synthesising, you are given one or three options as a result. The resulting monsters are selected in the same way as synthesising.

Monster Matchmaking becomes available once you make the challenge finals. The first twenty monsters below become available—five at a time. Once you complete the main game, the last five monsters also become available. These stats are approximations.

4 HEALSLIME

	RANK	F	LV	16	HP	36	MP	98
ATTACK	42	DEFENCE	37	AGILITY	150			
WISDOM	189	EXTRA SKILL POINTS	16					
SILLS (Skill Points)	Requirement							
61 Cleanser (10), 59 Healer (30)								- Rank C

10 METAL SLIME

	RANK	D	LV	24	HP	6	MP	35
ATTACK	52	DEFENCE	159	AGILITY	168			
WISDOM	68	EXTRA SKILL POINTS	24					
SILLS (Skill Points)	Requirement							
102 Slimer (20), 1 Frizz & Bang (10), 148 Agility Boost(10)								- 10 Metal slime

11 METAL SLIME KNIGHT

	RANK	E	LV	26	HP	168	MP	159
ATTACK	92	DEFENCE	224	AGILITY	277			
WISDOM	63	EXTRA SKILL POINTS	26					
SILLS (Skill Points)	Requirement							
93 Martyr (10), 72 Anti-metal (57)								- 130 Hunter mech

16 KING SLIME

	RANK	C	LV	27	HP	126	MP	94
ATTACK	76	DEFENCE	85	AGILITY	23			
WISDOM	30	EXTRA SKILL POINTS	27					
SILLS (Skill Points)	Requirement							
56 Icemeister (20), 22 Bang & Zam (30), 143 Attack Boost II (30)								+ Rank B Nature Family

41 DRAGONTHORN



RANK	F	E	D	B	A	S	LV	10	HP	37	MP	32			
ATTACK	30	DEFENCE	28	AGILITY	36	WISDOM	35	EXTRA SKILL POINTS	10						
SKILLS (Skill Points)							REQUIREMENT								
40 Fire (10), 142 Attack Boost (10)							+ Rank E Undead Family								

91 ORC



RANK	F	E	D	B	A	S	LV	17	HP	82	MP	30			
ATTACK	139	DEFENCE	24	AGILITY	33	WISDOM	11	EXTRA SKILL POINTS	17						
SKILLS (Skill Points)							REQUIREMENT								
64 Speedster (10), 142 Attack Boost (30), 148 Agility Boost(10)							+ Rank F Nature Family								

43 TYRANTOSAURUS



RANK	F	E	D	B	A	S	LV	25	HP	178	MP	23			
ATTACK	147	DEFENCE	102	AGILITY	144	WISDOM	99	EXTRA SKILL POINTS	25						
SKILLS (Skill Points)							REQUIREMENT								
97 Cleric (10), 142 Attack Boost (30)							-Rank C								

120 GOODYBAG



RANK	F	E	D	B	A	S	LV	17	HP	108	MP	20			
ATTACK	49	DEFENCE	111	AGILITY	98	WISDOM	37	EXTRA SKILL POINTS	17						
SKILLS (Skill Points)							REQUIREMENT								
89 Dancer (20), 148 Agility Boost(20)							- 120 Goodybag								

44 METAL DRAGON



RANK	F	E	D	B	A	S	LV	25	HP	162	MP	46			
ATTACK	135	DEFENCE	142	AGILITY	35	WISDOM	81	EXTRA SKILL POINTS	25						
SKILLS (Skill Points)							REQUIREMENT								
164 Fire Breath Ward (20), 165 Ice Breath Ward (20)							- 50 Great dragon								

121 KING KELP



RANK	F	E	D	B	A	S	LV	27	HP	212	MP	56			
ATTACK	163	DEFENCE	146	AGILITY	94	WISDOM	86	EXTRA SKILL POINTS	27						
SKILLS (Skill Points)							REQUIREMENT								
60 Cure-all (20), 65 Mage Aid (10)							- Undead Family								

69 HADES CONDOR



RANK	F	E	D	B	A	S	LV	17	HP	88	MP	80			
ATTACK	242	DEFENCE	31	AGILITY	33	WISDOM	17	EXTRA SKILL POINTS	17						
SKILLS (Skill Points)							REQUIREMENT								
60 Cure-all (20), 142 Attack Boost (17)							+ 39 Seasaur								

130 HUNTER MECH



RANK	F	E	D	B	A	S	LV	17	HP	184	MP	35			
ATTACK	72	DEFENCE	81	AGILITY	70	WISDOM	33	EXTRA SKILL POINTS	17						
SKILLS (Skill Points)							REQUIREMENT								
83 Huntsman (21), 145 Defence Boost (30)							+ Rank D Dragon Family								

104 GIGANTES



RANK	F	E	D	B	A	S	LV	27	HP	284	MP	12			
ATTACK	123	DEFENCE	42	AGILITY	22	WISDOM	23	EXTRA SKILL POINTS	27						
SKILLS (Skill Points)							REQUIREMENT								
56 Icemaster (20), 22 Bang & Zam (30), 143 Attack Boost II (30)							- Rank A								

131 PUPPETEER



RANK	F	E	D	B	A	S	LV	28	HP	180	MP	146			
ATTACK	138	DEFENCE	112	AGILITY	51	WISDOM	118	EXTRA SKILL POINTS	28						
SKILLS (Skill Points)							REQUIREMENT								
95 Nightmare (10), 61 Cleanser (30), 152 (21)							+ 159 Wrecktor								

152 DESSERT DEMON	
	RANK EED BOSS LV 24 HP 189 MP 75
	ATTACK 129 DEFENCE 118 AGILITY 90
	WISDOM 58 EXTRA SKILL POINTS 24
SKILLS (Skill Points)	REQUIREMENT
19 Bang & Zap (24), 31 Frizz & Bang (24)	- Rank C

158 OCTAVIAN SENTRY	
	RANK EED COOS LV 19 HP 118 MP 30
	ATTACK 84 DEFENCE 88 AGILITY 20
	WISDOM 39 EXTRA SKILL POINTS 19
SKILLS (Skill Points)	REQUIREMENT
50 Thunderwind Slashes (10), 35 Crack & Zap II(20)	+ Rank A Demon Family

153 DANCING DEVIL	
	RANK FED CBAN LV 18 HP 88 MP 32
	ATTACK 67 DEFENCE 58 AGILITY 46
	WISDOM 52 EXTRA SKILL POINTS 18
SKILLS (Skill Points)	REQUIREMENT
83 Huntsman (20), 145 Defence Boost (30)	- 149 Imp

178 DEMONRIDER	
	RANK EED COOS LV 24 HP 124 MP 28
	ATTACK 127 DEFENCE 99 AGILITY 46
	WISDOM 22 EXTRA SKILL POINTS 24
SKILLS (Skill Points)	REQUIREMENT
80 Diminisher (10), 46 Breath (20)	+ 185 Restless armour

155 LESSER DEMON	
	RANK EED COOS LV 19 HP 99 MP 46
	ATTACK 99 DEFENCE 73 AGILITY 118
	WISDOM 52 EXTRA SKILL POINTS 19
SKILLS (Skill Points)	REQUIREMENT
68 Saboteur (10), 148 Agility Boost(20)	- Rank D Beast Family

184 WALKING CORPSE	
	RANK EED CBAS LV 22 HP 92 MP 44
	ATTACK 96 DEFENCE 84 AGILITY 38
	WISDOM 58 EXTRA SKILL POINTS 22
SKILLS (Skill Points)	REQUIREMENT
79 Bad Breath (20), 145 Defence Boost (30)	+ Rank D Material Family



WALKING CORPSE

The following five become available after viewing the credits:

LIQUID METAL SLIME



RANK		LV	18	HP	7	MP	22
ATTACK	64	DEFENCE	186	AGILITY	38		
WISDOM	24	EXTRA SKILL POINTS					
SKILLS (Skill Points)		REQUIREMENT					
74 Barricade (10), 145 Defence Boost (10), 148 Agility Boost(10)		- Rank B Slime Family					

KHALAMARI KID



RANK		LV	22	HP	156	MP	52
ATTACK	114	DEFENCE	85	AGILITY	167		
WISDOM	23	EXTRA SKILL POINTS					
SKILLS (Skill Points)		REQUIREMENT					
98 Aquapothecary (15), 176 Sleep Ward (15)		+ 81 King squid					

BEETLEBOY



RANK		LV	30	HP	312	MP	24
ATTACK	216	DEFENCE	165	AGILITY	15		
WISDOM	94	EXTRA SKILL POINTS					
SKILLS (Skill Points)		REQUIREMENT					
109 Hive Mind (10), 146 Defence Boost II(10)		+ 24 Metal king slime					



JUM



RANK		LV	26	HP	207	MP	15
ATTACK	165	DEFENCE	123	AGILITY	21		
WISDOM	13	EXTRA SKILL POINTS					
SKILLS (Skill Points)		REQUIREMENT					
63 Defender (10), 145 Defence Boost (10)		+ Rank S Nature Family					

BONE BARON



RANK		LV	28	HP	199	MP	88
ATTACK	165	DEFENCE	124	AGILITY	84		
WISDOM	92	EXTRA SKILL POINTS					
SKILLS (Skill Points)		REQUIREMENT					
87 Muspell (10), 148 Agility Boost(15)		+ Rank A					



RIVAL MASTERS

As you visit the different islands you will run into rival masters that are ready for a fight. The monsters that each rival has changes as the game progresses, according to what period of time you are in. They are as follows:

UP UNTIL THE SPECIAL BATTLE TAKES PLACE AT THE BATTLE ARENA

**UNTIL THE MONSTER SCOUT CHALLENGE FINALS TAKE PLACE
AFTER THE MAIN GAME IS COMPLETE**

The rivals' monsters will get stronger as you get stronger. For example, during the first period of time their monsters are around level 5. But, if you are well above this, they will get stronger. How their stats increase is dependent on which master it is.

You are able to scout the rivals' monsters, but it is much tougher than out in the wild. There are some rare monsters with skills that you don't often see, so it may be worthwhile to try scouting some.

This section lists the islands that you can find each rival during each time period in the game. During the third time period (complete game), no rivals will show up on Infern Isle.



SWEETIE

Locations

XEROPH, PALAISH, INFERN, CELESTE, FERT

Until Special Battle at Battle Arena

REWARD FOR WIN: OOMPH POWDER, 10 GOLD

3	BUBBLE SLIME(LEADER)	RANK	F	E	D	C	B	A	S
MAGIC	Tongue Lashing								
EASE OF SCOUTING	2								
SKILLS	56 Icemeister, 145 Defence Boost, 148 Agility Boost								

4	HEALSLIME	RANK	F	E	D	C	B	A	S
MAGIC	Paralysing Punch								
EASE OF SCOUTING	2								
SKILLS	82 Assassin, 145 Defence Boost, 148 Agility Boost								

53	HAMMERHOOD	RANK	F	E	D	C	B	A	S
MAGIC	Helm Splitter								
EASE OF SCOUTING	2								
SKILLS	92 Berserker, 145 Defence Boost, 148 Agility Boost								

87	SATYR	RANK	F	E	D	C	B	A	S
MAGIC	Sweet Breath								
EASE OF SCOUTING	2								
SKILLS	79 Bad Breath, 145 Defence Boost, 148 Agility Boost								

149	IMP	RANK	F	E	D	C	B	A	S
MAGIC	Tongue Lashing								
EASE OF SCOUTING	2								
SKILLS	56 Icemeister, 145 Defence Boost, 148 Agility Boost								

Until Challenge Finals

REWARD FOR WIN: THINK NEGATIVE, 50 GOLD

2	BUBBLE SLIME (LEADER)	RANK	F	E	D	C	B	A	S
MAGIC	Sweet Breath								
EASE OF SCOUTING	1								
SKILLS	66 Fortifier, 95 Nightmare, 176 Sleep Ward								

17	CURESLIME	RANK	F	E	D	C	B	A	S
MAGIC	Dazzle, Sweet Breath								
EASE OF SCOUTING	1								
SKILLS	6 Hypnotist, 95 Nightmare, 176 Sleep Ward								

131	PUPPETEER	RANK	F	E	D	C	B	A	S
MAGIC	Zam, Sweet Breath								
EASE OF SCOUTING	1								
SKILLS	58 Dark Knight, 95 Nightmare, 176 Sleep Ward								

153	DANCING DEVIL	RANK	F	E	D	C	B	A	S
MAGIC	Sweet Breath, Hallowed Slash, Frost Slash								
EASE OF SCOUTING	1								
SKILLS	52 Darklight Slashes, 95 Nightmare, 176 Sleep Ward								

155	LESSER DEMON	RANK	F	E	D	C	B	A	S
MAGIC	Bomb Slash, Bang, Sweet Breath								
EASE OF SCOUTING	1								
SKILLS	90 Bombardier, 95 Nightmare, 176 Sleep Ward								

LESSER DEMON





STUMP CHUMP

GARDINI

Locations

XEROPH, PALAISH, INFERN, CELESTE

After Ending Credits

REWARD FOR WIN: THINK NEGATIVE, 100 GOLD

94	NIGHT EMPEROR (LEADER)	RANK	FEDORAS
	RANK		
MAGIC	Sweet Breath, Bang		
EASE OF SCOUTING	0.5		
SKILLS	90 Bombardier, 95 Nightmare, 176 Sleep Ward		

101	NOTSO MACHO	RANK	FEDORAS
	RANK		
MAGIC	Sweet Breath		
EASE OF SCOUTING	0.5		
SKILLS	83 Huntsman, 95 Nightmare, 176 Sleep Ward		

175	STUMP CHUMP (LEADER)	RANK	FEDORAS
	RANK		
MAGIC	Snooze		
EASE OF SCOUTING	2.5		
SKILLS	76 Hypnotist, 148 Agility Boost, 151 Wisdom Boost		

57	CAPSICHUM	RANK	FEDORAS
	RANK		
MAGIC	Heal		
EASE OF SCOUTING	2.5		
SKILLS	63 Defender, 148 Agility Boost, 151 Wisdom Boost		

75	GOREGILLA	RANK	FEDORAS
	RANK		
MAGIC	Mercurial Thrust, Dodgy Dance, Sweet Breath		
EASE OF SCOUTING	0.5		
SKILLS	84 Bounty Hunter, 95 Nightmare, 176 Sleep Ward		

16	KING SLIME	RANK	FEDORAS
	RANK		
MAGIC	Sweet Breath, Dodgy Dance, Fuddle Dance		
EASE OF SCOUTING	0.5		
SKILLS	89 Dancer, 95 Nightmare, 161 Thunder Ward		

122	WAX MURDERER	RANK	FEDORAS
	RANK		
MAGIC	None		
EASE OF SCOUTING	2.5		
SKILLS	55 Wind Blower, 148 Agility Boost, 151 Wisdom Boost		

173	HOST	RANK	FEDORAS
	RANK		
MAGIC	Fire Breath		
EASE OF SCOUTING	2.5		
SKILLS	40 Fire, 148 Agility Boost, 151 Wisdom Boost		

78	RIPTIDE	RANK	FEDORAS
	RANK		
MAGIC	Shadow Slash, Weakening Wallop, Sweet Breath		
EASE OF SCOUTING	0.5		
SKILLS	58 Dark Knight, 95 Nightmare, 176 Sleep Ward		

147	WINKY	RANK	FEDORAS
	RANK		
MAGIC	Poisonous Poke, Poison Breath		
EASE OF SCOUTING	2.5		
SKILLS	104 Graveheart, 148 Agility Boost, 151 Wisdom Boost		

Until Challenge Finals

REWARD FOR WIN: SAGE'S ELIXIR, 50 GOLD

TREEFACE (LEADER)	
RANK	F E D C B A S
MAGIC	Sap, Decelerate
EASE OF SCOUTING	1
SKILLS	68 Saboteur, 148 Agility Boost, 167 Dazzle Ward

SHADOW	
RANK	F E D C B A S
MAGIC	Kafizzle, Zam
EASE OF SCOUTING	1
SKILLS	105 Diabolist, 148 Agility Boost, 167 Dazzle Ward

PHANTOM FENCER	
RANK	F E D C B A S
MAGIC	Poisonous Poke, Paralysing Punch
EASE OF SCOUTING	1
SKILLS	77 Toxifier, 148 Agility Boost, 167 Dazzle Ward

After Ending Credits

REWARD FOR WIN: SEED OF SKILL, 100 GOLD

TREEFACE (LEADER)	
RANK	D E C B A S
MAGIC	Bemusing Breath, Burning Breath
EASE OF SCOUTING	0.5
SKILLS	79 Bad Breath, 149 Agility Boost II, 167 Dazzle Ward

FUNGHOUL	
RANK	F E D C B A S
MAGIC	Multiheal, Zapple
EASE OF SCOUTING	1
SKILLS	97 Cleric, 149 Agility Boost II, 167 Dazzle Ward

WAJILIN' WEED	
RANK	D E C B A S
MAGIC	Mist Me, Crackle, Amor Seco Rain
EASE OF SCOUTING	0.5
SKILLS	98 Aquapothecary, 149 Agility Boost II, 167 Dazzle Ward

PHANTOM SWORDSMAN	
RANK	D E C B A S
MAGIC	Blinding Blow, Breathaking Bash, Helm Splitter
EASE OF SCOUTING	0.5
SKILLS	80 Diminisher, 149 Agility Boost II, 167 Dazzle Ward

SOULSPAWN	
RANK	D E C B A S
MAGIC	War Cry, Flame Slash, Lightning Slash
EASE OF SCOUTING	0.5
SKILLS	106 Dragon Lore, 149 Agility Boost II, 167 Dazzle Ward



VICTORIA

Locations

XEROPH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

5	SHE-SLIME (LEADER)	RANK	F	E	D	B	G	A	S
MAGIC	Frizz								
EASE OF SCOUTING	2								
SKILLS	1 Frizz & Bang, 142 Attack Boost, 148 Agility Boost								

174	FIRESPIRIT	RANK	F	E	D	B	G	A	S
MAGIC	Frizz								
EASE OF SCOUTING	2								
SKILLS	1 Frizz & Bang, 142 Attack Boost, 148 Agility Boost								

5	SHE-SLIME (LEADER)	RANK	F	E	D	B	G	A	S
MAGIC	Bomb Slash, Frizzle								
EASE OF SCOUTING	1								
SKILLS	1 Frizz & Bang, 143 Attack Boost II, 148 Agility Boost								

119	SPITNIK	RANK	F	E	D	B	G	A	S
MAGIC	Helm Splitter								
EASE OF SCOUTING	1								
SKILLS	92 Berserker, 143 Attack Boost II, 148 Agility Boost								

32	ARGON LIZARD	RANK	F	E	D	B	G	A	S
MAGIC	None								
EASE OF SCOUTING	2								
SKILLS	53 Fire Fighter, 142 Attack Boost, 148 Agility Boost								

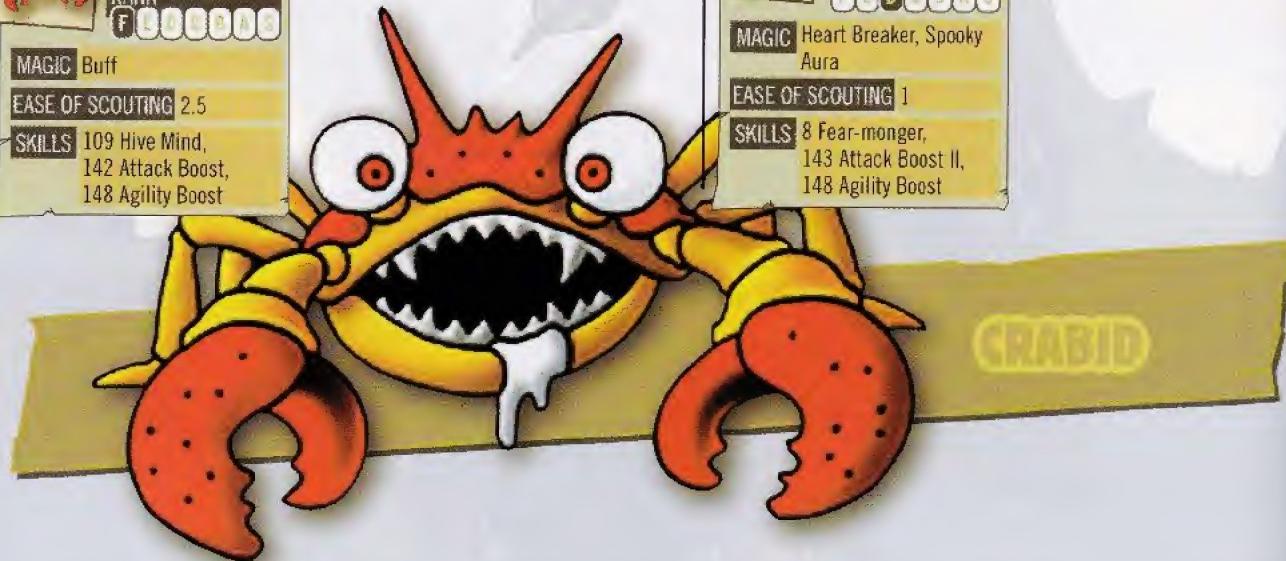
119	SPITNIK	RANK	F	E	D	B	G	A	S
MAGIC	Dazzleflash, Flame Slash								
EASE OF SCOUTING	2.5								
SKILLS	1 Frizz & Bang, 145 Defence Boost, 148 Agility Boost								

117	DANCING FLAME	RANK	F	E	D	B	G	A	S
MAGIC	Oomph, Hatchet Man								
EASE OF SCOUTING	1								
SKILLS	62 Champion, 143 Attack Boost II, 148 Agility Boost								

40	RED DRAGON	RANK	F	E	D	B	G	A	S
MAGIC	Flame Breath								
EASE OF SCOUTING	1								
SKILLS	0 Fire, 143 Attack Boost II, 148 Agility Boost								

60	CRABID	RANK	F	E	D	B	G	A	S
MAGIC	Buff								
EASE OF SCOUTING	2.5								
SKILLS	109 Hive Mind, 142 Attack Boost, 148 Agility Boost								

155	LESSER DEMON	RANK	F	E	D	B	G	A	S
MAGIC	Heart Breaker, Spooky Aura								
EASE OF SCOUTING	1								
SKILLS	8 Fear-monger, 143 Attack Boost II, 148 Agility Boost								





After Ending Credits

REWARD FOR WIN: SEED OF DEFENCE, 100 GOLD

BESHEMOTH SLIME (LEADER)

	RANK	
MAGIC	Boom, Helm Splitter, Kafrizz	
EASE OF SCOUTING	0.5	
SKILLS	2 Frizz & Bang II, 92 Berserker, 143 Attack Boost II	

GREAT ARGON LIZARD

	RANK	
MAGIC	Frizzle, Mercurial Thrust, Paralysing Punch, Sleep Sock	
EASE OF SCOUTING	0.5	
SKILLS	1 Frizz & Bang, 82 Assassin, 143 Attack Boost II	

NARDRAGON

	RANK	
MAGIC	War Cry, Hustle Dance, Flame Breath	
EASE OF SCOUTING	0.5	
SKILLS	40 Fire, 91 Toughie, 143 Attack Boost II	

DESSERT DEMON

	RANK	
MAGIC	Blinding Blow, Baffling Bonk, Kafizzle	
EASE OF SCOUTING	0.5	
SKILLS	81 Guerrilla, 105 Diabolist, 143 Attack Boost II	

KING CURESLIME

	RANK	
MAGIC	Flame Slash, Kafrizz, Inferno	
EASE OF SCOUTING	0.5	

SKILLS 41 Fire II, 143 Attack Boost II, 152 Wisdom Boost II

GRANDEAD

Locations

INFANT, XEROPH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

MUDY HAND (LEADER)

	RANK	
MAGIC	Frizz, Zam	
EASE OF SCOUTING	2.5	
SKILLS	10 Frizz & Zam, 145 Defence Boost, 151 Wisdom Boost	

DEMONRIDER

	RANK	
MAGIC	None	
EASE OF SCOUTING	2	
SKILLS	22 Bang & Zam, 145 Defence Boost, 151 Wisdom Boost	

HOST

	RANK	
MAGIC	Sage's Elixir, 50 gold	
EASE OF SCOUTING	2	
SKILLS	67 Enfeebler, 145 Defence Boost, 151 Wisdom Boost	

FIRESPIRIT

	RANK	
MAGIC	None	
EASE OF SCOUTING	2	
SKILLS	61 Cleanser, 145 Defence Boost, 151 Wisdom Boost	

MUMMY BOY

	RANK	
MAGIC	Sap, Decelerate	
EASE OF SCOUTING	2.5	
SKILLS	68 Saboteur, 145 Defence Boost, 151 Wisdom Boost	

Monster Lair
Pit of Despair

Badlands

Madman's Fortress
Garden of Demangs

Macabre Marsh
Savagery

Rocky Plains

Spooky Spire
The Haunted Woods

Wasteland

Until Challenge Finals

REWARD FOR WIN: ANTIDOTAL HERB, 50 GOLD

After Ending Credits

REWARD FOR WIN: YGGDRASIL LEAF, 100 GOLD

37	SKELEGON (LEADER)
	RANK FEDCBAB
MAGIC	Zamble, Shade Slash, Wave of Panic
EASE OF SCOUTING	1
SKILLS	86 Cursader, 142 Attack Boost, 166 Whack Ward

174	FIRESPIRIT
	RANK FEDCBAB
MAGIC	Shade Slash, Flame Slash
EASE OF SCOUTING	1
SKILLS	68 Saboteur, 145 Defence Boost, 151 Wisdom Boost

37	SKELEGON (LEADER)
	RANK FEDCBAB
MAGIC	Zamble, Chilly Breath
EASE OF SCOUTING	0.5
SKILLS	88 Niflheim, 143 Attack Boost II, 166 Whack Ward

179	MUMMY BOY
	RANK FEDCBAB
MAGIC	Break-dance Beat, Weird Dance, Breathtaking Bash, Stupefying Strike
EASE OF SCOUTING	1
SKILLS	66 Fortifier, 143 Attack Boost II, 166 Whack Ward

188	SKELETON SOLDIER
	RANK FEDCBAB
MAGIC	Bomb Slash, Hallowed Slash, Frost Slash
EASE OF SCOUTING	1
SKILLS	51 Iclosion Slashes, 142 Attack Boost, 166 Whack Ward

181	PHANTOM FENCER
	RANK FEDCBAB
MAGIC	Zam, Bang
EASE OF SCOUTING	1
SKILLS	22 Bang & Zam, 142 Attack Boost, 166 Whack Ward

195	BONE BARON
	RANK FEDCBAB
MAGIC	Inferno, Cold Blizzard
EASE OF SCOUTING	0.5
SKILLS	46 Breath, 143 Attack Boost II, 166 Whack Ward

133	MIMIC
	RANK FEDCBAB
MAGIC	Follow Suit
EASE OF SCOUTING	0.5
SKILLS	100 Mime, 143 Attack Boost II, 166 Whack Ward

186	HELLHOUND
	RANK FEDCBAB
MAGIC	Zam, Crack
EASE OF SCOUTING	1
SKILLS	37 Crack & Zam, 142 Attack Boost, 166 Whack Ward

190	SOULSPAWN
	RANK FEDCBAB
MAGIC	Cool Breath, Whack
EASE OF SCOUTING	0.5
SKILLS	94 Reaper, 143 Attack Boost II, 166 Whack Ward



METAL SLIME**OREPHELIA**

Locations

INFANT, XEROPH, PALAISH, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

1 SNAIL SLIME (LEADER)	
	RANK FEDCBAS
MAGIC	Defending Champion, Sap
EASE OF SCOUTING	2.5
SKILLS	63 Defender, 145 Defence Boost, 151 Wisdom Boost

59 SCORPION	
	RANK FEDCBAB
MAGIC	Poisonous Poke
EASE OF SCOUTING	2.5
SKILLS	109 Hive Mind, 145 Defence Boost, 151 Wisdom Boost

60 CRABID	
	RANK FEDCBAS
MAGIC	Buff
EASE OF SCOUTING	2.5
SKILLS	110 Materialist, 145 Defence Boost, 151 Wisdom Boost

10 METAL SLIME	
	RANK FEDCBAS
MAGIC	Frizz
EASE OF SCOUTING	--
SKILLS	--

11 LIQUID METAL SLIME	
	RANK FEDCBAS
MAGIC	Bang
EASE OF SCOUTING	--
SKILLS	--

Until Challenge Finals

REWARD FOR WIN: SEED OF WISDOM, 50 GOLD

18 LIQUID METAL SLIME (LEADER)	
	RANK FEDCBAS
MAGIC	Paralysing Punch, Poisonous Poke, Dim, Sag
EASE OF SCOUTING	0.5
SKILLS	67 Enfeebler, 77 Toxifier, 149 Agility Boost II

44 METAL DRAGON	
	RANK FEDCBAS
MAGIC	Sap, Decelerate, Dazzle, Snooze
EASE OF SCOUTING	1
SKILLS	68 Saboteur, 76 Hypnotist, 149 Agility Boost II

11 METAL SLIME KNIGHT	
	RANK FEDCBAS
MAGIC	Slowing Slug, Heart Breaker, Weakening Wallop
EASE OF SCOUTING	1
SKILLS	80 Diminisher, 81 Guerrilla, 149 Agility Boost II

130 HUNTER MECH	
	RANK FEDCBAS
MAGIC	Oomph, Accelerate, Paralysing Punch, Sleep Sock
EASE OF SCOUTING	1
SKILLS	72 Anti-metal, 82 Assassin, 149 Agility Boost II

73 BEETLEBOY	
	RANK FEDCBAS
MAGIC	Bomb Slash, Bang
EASE OF SCOUTING	1
SKILLS	54 Boom Boxer, 142 Attack Boost, 149 Agility Boost II

After Ending Credits

REWARD FOR WIN: SEED OF WISDOM, 100 GOLD

24 METAL KING SLIME (LEADER)	
	RANK FEBDCAB
MAGIC	Dim, Sag, Shade Slash, Frost Slash
EASE OF SCOUTING	0.5
SKILLS	38 Crack & Zam II, 67 Enfeebler, 149 Agility Boost II

44 METAL DRAGON	
	RANK FEBDCAB
MAGIC	Slowing Slug, Helm Splitter, Dazzleflash, Hallowed Slash
EASE OF SCOUTING	0.5
SKILLS	57 White Knight, 68 Saboteur, 149 Agility Boost II

130 HUNTER MECH	
	RANK FEBDCAB
MAGIC	Sleep Sock, Merciful Thrust, Slowing Slug, Weakening Wallow
EASE OF SCOUTING	0.5
SKILLS	80 Diminisher, 82 Assassin, 149 Agility Boost II

24 METAL KING SLIME	
	RANK FEBDCAB
MAGIC	Kafizzle, Kaboom, Magic Frailty, Kamikazee
EASE OF SCOUTING	0.5
SKILLS	70 Antimagic II, 90 Bombardier, 149 Agility Boost II

133 MIMIC	
	RANK FEBDCAB
MAGIC	Helm Splitter, Dodgy Dance, Gust Slash, Katrzizz
EASE OF SCOUTING	0.5
SKILLS	53 Fire Fighter, 55 Wind Blower, 149 Agility Boost II

CHRISTOUGH

Locations

PALAISH, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

90 CHAININE (LEADER)	
	RANK FEBDCAB
MAGIC	None
EASE OF SCOUTING	2
SKILLS	142 Attack Boost, 145 Defence Boost, 148 Agility Boost

85 PLATYPUNK	
	RANK FEBDCAB
MAGIC	None
EASE OF SCOUTING	2.5
SKILLS	54 Boom Boxer, 142 Attack Boost, 145 Defence Boost

64 JAILCAT	
	RANK FEBDCAB
MAGIC	Frost Slash
EASE OF SCOUTING	2
SKILLS	56 Icemeister, 142 Attack Boost, 145 Defence Boost

88 HAMMERHOOD	
	RANK FEBDCAB
MAGIC	Psyche Up
EASE OF SCOUTING	2
SKILLS	91 Toughie, 142 Attack Boost, 145 Defence Boost

95 WEARTIGER	
	RANK FEBDCAB
MAGIC	None
EASE OF SCOUTING	2.5
SKILLS	91 Toughie, 142 Attack Boost, 145 Defence Boost



Until Challenge Finals

REWARD FOR WIN: SEED OF DEFENCE, 50 GOLD

CHAININE (LEADER)	
	RANK
MAGIC	None
EASE OF SCOUTING	1
SKILLS	142 Attack Boost, 145 Defence Boost, 75 Paralysis Ward

WEARTIGER	
	RANK
MAGIC	War Cry, Boom
EASE OF SCOUTING	1
SKILLS	54 Boom Boxer, 142 Attack Boost, 175 Paralysis Ward

After Ending Credits

REWARD FOR WIN: OOMPH POWDER, 100 GOLD

CHAININE (LEADER)	
	RANK
MAGIC	Bemusing Breath
EASE OF SCOUTING	0.5
SKILLS	79 Bad Breath, 143 Attack Boost II, 175 Paralysis Ward

FENCING FOX	
	RANK
MAGIC	Paralysing Punch, Mercurial Thrust
EASE OF SCOUTING	0.5
SKILLS	82 Assassin, 143 Attack Boost II, 175 Paralysis Ward

DRAGURN	
	RANK
MAGIC	Gust Slash, Swoosh
EASE OF SCOUTING	1
SKILLS	55 Wind Blower, 142 Attack Boost, 175 Paralysis Ward

DESSERT DEMON	
	RANK
MAGIC	Sandstorm
EASE OF SCOUTING	1
SKILLS	91 Toughie, 142 Attack Boost, 175 Paralysis Ward

GORERILLA	
	RANK
MAGIC	Hustle Dance
EASE OF SCOUTING	0.5
SKILLS	91 Toughie, 143 Attack Boost II, 175 Paralysis Ward

BOSS TROLL	
	RANK
MAGIC	Psyche Up, Kaboom
EASE OF SCOUTING	0.5
SKILLS	54 Boom Boxer, 143 Attack Boost II, 175 Paralysis Ward

NOTSO MACHO	
	RANK
MAGIC	Sleep Sock
EASE OF SCOUTING	1
SKILLS	83 Huntsman, 142 Attack Boost, 175 Paralysis Ward

GIGANTES	
	RANK
MAGIC	Flame Slash, Helm Splitter
EASE OF SCOUTING	0.5
SKILLS	53 Fire Fighter, 143 Attack Boost II, 175 Paralysis Ward



FAUNA

Locations

INFANT, XEROPH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

62	SPiked Hare (Leader)	RANK	F E D C B A S
		MAGIC	Psyche Up
	EASE OF SCOUTING	2	
	SKILLS	83 Huntsman, 142 Attack Boost, 151 Wisdom Boost	

146	LIPS	RANK	F E D C B A S
		MAGIC	None
	EASE OF SCOUTING	2	
	SKILLS	59 Healer, 142 Attack Boost, 151 Wisdom Boost	

73	BEETLEBOY (LEADER)	RANK	F E D C B A S
		MAGIC	Psyche Up, Poisonous Poke
	EASE OF SCOUTING	1	
	SKILLS	77 Toxifier, 148 Agility Boost, 152 Wisdom Boost II	

151	FROGFACE	RANK	F E D C B A S
		MAGIC	Magic Frailty, Fizzle, Frizz
	EASE OF SCOUTING	1	
	SKILLS	1 Frizz & Bang, 69 Antimagic, 152 Wisdom Boost II	

87	SATYR	RANK	F E D C B A S
		MAGIC	Snooze
	EASE OF SCOUTING	2.5	
	SKILLS	76 Hypnotist, 142 Attack Boost, 151 Wisdom Boost	

151	FROGFACE	RANK	F E D C B A S
		MAGIC	None
	EASE OF SCOUTING	2	
	SKILLS	53 Fire Fighter, 142 Attack Boost, 151 Wisdom Boost	

59	SCORPION	RANK	F E D C B A S
		MAGIC	Sandstorm, Kabuff
	EASE OF SCOUTING	1	
	SKILLS	74 Barricade, 91 Toughie, 152 Wisdom Boost II	

182	FLYGUY	RANK	F E D C B A S
		MAGIC	Snooze, Cool Breath
	EASE OF SCOUTING	1	
	SKILLS	96 Cold Sleep, 148 Agility Boost, 152 Wisdom Boost II	

59	SCORPION	RANK	F E D C B A S
		MAGIC	None
	EASE OF SCOUTING	2.5	
	SKILLS	54 Boom Boxer, 142 Attack Boost, 151 Wisdom Boost	

66	HELL HORNET	RANK	F E D C B A S
		MAGIC	Helm Splitter, Zam, Cool Breath
	EASE OF SCOUTING	1	
	SKILLS	94 Reaper, 148 Agility Boost, 152 Wisdom Boost II	



HELL HORNET

After Ending Credits

REWARD FOR WIN: YGGDRASIL DEW, 100 GOLD

76	FUNGHOUl (LEADER)	RANK	F	E	D	B	A	S
MAGIC	Psyche Up, Penny Pincher, Sleep Sock							
EASE OF SCOUTING	0.5							
SKILLS	77 Toxifier, 83 Huntsman, 152 Wisdom Boost II							

60	CRABID	RANK	F	E	D	B	A	S
MAGIC	Oomph, Multiheal							
EASE OF SCOUTING	0.5							
SKILLS	62 Champion, 97 Cleric, 152 Wisdom Boost II							

74	Giant Moth	RANK	F	E	D	B	A	S
MAGIC	Sandstorm, Cool Breath, Whack							
EASE OF SCOUTING	0.5							
SKILLS	73 Bolsterer, 94 Reaper, 152 Wisdom Boost II							

59	SCORPION	RANK	F	E	D	B	A	S
MAGIC	Sleep Sock, Kafizzle							
EASE OF SCOUTING	0.5							
SKILLS	70 Antimagic II, 82 Assassin, 152 Wisdom Boost II							

66	HELL HORNET	RANK	F	E	D	B	A	S
MAGIC	Fuddle Dance							
EASE OF SCOUTING	0.5							
SKILLS	89 Dancer, 149 Agility Boost II, 152 Wisdom Boost II							

MAGGIE

Locations

INFANT, XEROPH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

150	LUMP WIZARD (LEADER)	RANK	F	E	D	B	A	S
MAGIC	Crack, Zam							
EASE OF SCOUTING	2							
SKILLS	37 Crack & Zam, 145 Defence Boost, 151 Wisdom Boost							

4	HEALSLIME	RANK	F	E	D	B	A	S
MAGIC	Heal							
EASE OF SCOUTING	2							
SKILLS	63 Defender, 145 Defence Boost, 151 Wisdom Boost							

173	GHOST	RANK	F	E	D	B	A	S
MAGIC	Fizzle							
EASE OF SCOUTING	2							
SKILLS	75 Seal, 145 Defence Boost, 151 Wisdom Boost							

149	IMP	RANK	F	E	D	B	A	S
MAGIC	Bang, Woosh							
EASE OF SCOUTING	2							
SKILLS	16 Bang & Crack, 25 Woosh & Crack, 151 Wisdom Boost							

87	SATYR	RANK	F	E	D	B	A	S
MAGIC	Weird Dance							
EASE OF SCOUTING	2							
SKILLS	89 Dancer, 145 Defence Boost, 151 Wisdom Boost							



Until Challenge Finals

REWARD FOR WIN: SEED OF AGILITY, 50 GOLD

After Ending Credits

REWARD FOR WIN: SPEED OF SEED, 100 GOLD

150	LUMP WIZARD (LEADER)
	RANK FEBABAB
MAGIC	Frizz, Crack, Woosh, Bang
EASE OF SCOUTING	1
SKILLS	4 Frizz & Woosh, 16 Bang & Crack, 170 Antimagic Ward

17	CURESLIME
	RANK EFCBAS
MAGIC	Sag, Buff
EASE OF SCOUTING	1
SKILLS	63 Defender, 67 Enfeeble, 170 Antimagic Ward

150	LUMP WIZARD (LEADER)
	RANK FEBABAB
MAGIC	Frizzle, Crackle, Swoosh, Boom
EASE OF SCOUTING	0.5
SKILLS	5 Frizz & woosh II, 17 Bang & Crack II, 170 Antimagic Ward

17	CURESLIME
	RANK EFCBAS
MAGIC	Kabuff, Multiheal
EASE OF SCOUTING	0.5
SKILLS	60 Cure-all, 63 Defender, 170 Antimagic Ward

161	FALLEN PRIEST
	RANK FEBABAB
MAGIC	Cool Breath, Fire Breath, Fizzle
EASE OF SCOUTING	1
SKILLS	69 Antimagic, 106 Dragon Lore, 170 Antimagic Ward

12	ANGEL SLIME
	RANK FEBDCBAS
MAGIC	Dazzleflash, Zap, Crack
EASE OF SCOUTING	1
SKILLS	34 Crack & Zap, 63 Defender, 170 Antimagic Ward

159	WRECKTOR
	RANK FEBDCBAS
MAGIC	Fizzle, Kazam, Whack
EASE OF SCOUTING	0.5
SKILLS	75 Seal, 86 Cursader, 170 Antimagic Ward

155	LESSER DEMON
	RANK FEBDCBAS
MAGIC	Bomb Slash, Frizzle, Boom
EASE OF SCOUTING	0.5
SKILLS	2 Frizz & Bang II, 54 Boom Boxer, 170 Antimagic Ward

19	DARK SLIME
	RANK 000CBAB
MAGIC	Accelerate, Shade Slash, Zam
EASE OF SCOUTING	1
SKILLS	58 Dark Knight, 64 Speedster, 170 Antimagic Ward

24	METAL KING SLIME
	RANK FEBDCBAS
MAGIC	Sandstorm, Zammle
EASE OF SCOUTING	0.5
SKILLS	11 Frizz & Zam II, 73 Bolsterer, 170 Antimagic Ward



LUMP WIZARD

NICK

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

12 FIRESPIRIT (LEADER)	
	RANK
MAGIC	Frizz
EASE OF SCOUTING	2
SKILLS	4 Frizz & Woosh, 84 Bounty Hunter, 151 Wisdom Boost

119 SPITNIK	
	RANK
MAGIC	None
EASE OF SCOUTING	2.5
SKILLS	13 Bang & Woosh, 84 Bounty Hunter, 151 Wisdom Boost

150 LUMP WIZARD	
	RANK
MAGIC	Woosh
EASE OF SCOUTING	2
SKILLS	4 Frizz & Woosh, 84 Bounty Hunter, 151 Wisdom Boost

5 SHE-SLIME	
	RANK
MAGIC	None
EASE OF SCOUTING	2
SKILLS	84 Bounty Hunter, 104 Graveheart, 151 Wisdom Boost

6 DRAKE SLIME	
	RANK
MAGIC	Flame Slash
EASE OF SCOUTING	2
SKILLS	53 Fire Fighter, 84 Bounty Hunter, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: ANTIDOTAL HERB, 50 GOLD

174 FIRESPIRIT (LEADER)	
	RANK
MAGIC	Frizzle, Penny Pincher, Woosh
EASE OF SCOUTING	1
SKILLS	4 Frizz & Woosh, 84 Bounty Hunter, 154 Frizz Ward

150 LUMP WIZARD	
	RANK
MAGIC	Frizzle, Penny Pincher, Zam
EASE OF SCOUTING	1
SKILLS	10 Frizz & Zam, 84 Bounty Hunter, 154 Frizz Ward

152 DESSERT DEMON	
	RANK
MAGIC	Frizzle, Penny Pincher, Bang
EASE OF SCOUTING	1
SKILLS	1 Frizz & Bang, 84 Bounty Hunter, 154 Frizz Ward

10 METAL SLIME	
	RANK
MAGIC	Frizz, Penny Pincher, Fire Breath
EASE OF SCOUTING	0.5
SKILLS	40 Fire, 84 Bounty Hunter, 154 Frizz Ward

5 SHE-SLIME	
	RANK
MAGIC	Frizz, Penny Pincher, Fire Breath
EASE OF SCOUTING	1
SKILLS	40 Fire, 84 Bounty Hunter, 154 Frizz Ward

Minister Gold
From Victory Fest

Battle Arena

Mystic Return
Gather (All Posts)Metal Mining
Server

Rock Mining

Dungeoneering

Dungeoneering
Server



After Ending Credits

REWARD FOR WIN: SEED OF LIFE, 100 GOLD

117 DANCING FLAME(LEADER)	
	RANK F
MAGIC	Flame Slash, Penny Pincher, Kafrizz
EASE OF SCOUTING	0.5
SKILLS	5 Frizz & woosh II, 84 Bounty Hunter, 154 Frizz Ward

150 LUMP WIZARD	
	RANK E
MAGIC	Flame Slash, Frizzle, Zamme
EASE OF SCOUTING	0.5
SKILLS	11 Frizz & Zam II, 84 Bounty Hunter, 154 Frizz Ward

167 BELIAL	
	RANK D
MAGIC	Flame Slash, Frizzle, Boom
EASE OF SCOUTING	0.5
SKILLS	2 Frizz & Bang II, 84 Bounty Hunter, 154 Frizz Ward

16 KING SLIME	
	RANK C
MAGIC	Penny Pincher, Flame Slash, Flame Breath
EASE OF SCOUTING	0.5
SKILLS	41 Fire II, 84 Bounty Hunter, 162 Fire Ward

14 BESHEMOTH SLIME	
	RANK D
MAGIC	Penny Pincher, Flame Slash, Flame Breath
EASE OF SCOUTING	1
SKILLS	41 Fire II, 84 Bounty Hunter, 154 Frizz Ward

DAISY

Locations

INFANT, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: DIVINE DAGGER, 10 GOLD

120 GOODYBAG(LEADER)	
	RANK F
MAGIC	None
EASE OF SCOUTING	2
SKILLS	110 Materialist, 142 Attack Boost, 151 Wisdom Boost

115 BAG O' LAUGHS	
	RANK F
MAGIC	None
EASE OF SCOUTING	2
SKILLS	75 Seal, 142 Attack Boost, 151 Wisdom Boost

122 WAX MURDERER	
	RANK E
MAGIC	None
EASE OF SCOUTING	2
SKILLS	55 Wind Blower, 142 Attack Boost, 151 Wisdom Boost

118 FROSTBURN	
	RANK F
MAGIC	Cool Breath
EASE OF SCOUTING	2.5
SKILLS	63 Defender, 142 Attack Boost, 151 Wisdom Boost

117 DANCING FLAME	
	RANK F
MAGIC	Fire Breath
EASE OF SCOUTING	2.5
SKILLS	76 Hypnotist, 142 Attack Boost, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: MIRACLE MALLETS, 50 GOLD

MIMIC (LEADER)

	RANK							
MAGIC	Sleep Sock, Helm Splitter, Poisonous Poke							
EASE OF SCOUTING	1							
SKILLS	104 Graveheart, 142 Attack Boost, 174 Inaction Ward							

DINGALING

	RANK							
MAGIC	Shade Slash, Flame Slash, Zam							
EASE OF SCOUTING	1							
SKILLS	58 Dark Knight, 142 Attack Boost, 174 Inaction Ward							

After Ending Credits

REWARD FOR WIN: MIRACLE MALLETS, 100 GOLD

ANCHORMAN(LEADER)

	RANK							
MAGIC	Flame Slash, Flame Breath							
EASE OF SCOUTING	0.5							
SKILLS	41 Fire II, 143 Attack Boost II, 175 Paralysis Ward							

METAL DRAGON

	RANK							
MAGIC	Poison Breath							
EASE OF SCOUTING	0.5							
SKILLS	77 Toxifier, 143 Attack Boost II, 175 Paralysis Ward							

SKIPPER

	RANK							
MAGIC	Kabuff							
EASE OF SCOUTING	1							
SKILLS	74 Barricade, 142 Attack Boost, 174 Inaction Ward							

METAL DRAGON

	RANK							
MAGIC	Fire Breath, Frizz							
EASE OF SCOUTING	1							
SKILLS	40 Fire, 142 Attack Boost, 174 Inaction Ward							

ROCKBOMB

	RANK							
MAGIC	Bomb Slash, Kamikazee							
EASE OF SCOUTING	0.5							
SKILLS	90 Bombardier, 143 Attack Boost II, 175 Paralysis Ward							

GOLD GOLEM

	RANK							
MAGIC	Reheal, Kazing							
EASE OF SCOUTING	0.5							
SKILLS	59 Healer, 143 Attack Boost II, 175 Paralysis Ward							

HUNTER MECH

	RANK							
MAGIC	Paralysing Punch, Poisonous Poke							
EASE OF SCOUTING	1							
SKILLS	77 Toxifier, 142 Attack Boost, 174 Inaction Ward							

HUNTER MECH

	RANK							
MAGIC	Flame Slash							
EASE OF SCOUTING	0.5							
SKILLS	10 Frizz & Zam, 143 Attack Boost II, 175 Paralysis Ward							



SEEDY PLAYER

Locations

INFANT, XEROPH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

35 LARGON (LEADER)

	RANK	E E D D D D S
MAGIC	None	
EASE OF SCOUTING	2	
SKILLS	54 Boom Boxer, 142 Attack Boost, 145 Defence Boost	

85 PLATYPUNK

	RANK	F E D D D D S
MAGIC	None	
EASE OF SCOUTING	2	
SKILLS	56 Icemeister, 142 Attack Boost, 145 Defence Boost	

122 WAX MURDERER

	RANK	E E D D D D S
MAGIC	Frizz	
EASE OF SCOUTING	2	
SKILLS	4 Frizz & Woosh, 142 Attack Boost, 145 Defence Boost	

177 MUDDY HAND

	RANK	E E D D D D S
MAGIC	None	
EASE OF SCOUTING	2.5	
SKILLS	110 Materialist, 142 Attack Boost, 145 Defence Boost	

7 SNAIL SLIME

	RANK	E E D D D D S
MAGIC	Buff	
EASE OF SCOUTING	2.5	
SKILLS	73 Bolsterer, 142 Attack Boost, 145 Defence Boost	

Until Challenge Finals

REWARD FOR WIN: SEED OF DEFENCE, 50 GOLD

8 WILD SLIME (LEADER)

	RANK	F E D D P A S
MAGIC	Sleep Sock	
EASE OF SCOUTING	1	
SKILLS	83 Huntsman, 146 Defence Boost II, 148 Agility Boost	

97 BODKIN ARCHER

	RANK	F E D C B A S
MAGIC	Paralysing Punch	
EASE OF SCOUTING	1	
SKILLS	82 Assassin, 146 Defence Boost II, 148 Agility Boost	

96 BROWNIE

	RANK	D D D D A S
MAGIC	Psyche Up, Flame Slash, Gust Slash	
EASE OF SCOUTING	1	
SKILLS	49 Firewind Slashes, 146 Defence Boost II, 148 Agility Boost	

180 SKIPPER

	RANK	F E D D D D S
MAGIC	Heal, Buff	
EASE OF SCOUTING	1	
SKILLS	63 Defender, 146 Defence Boost II, 148 Agility Boost	

15 DRAGON SLIME

	RANK	F E D C B A S
MAGIC	Cool Breath	
EASE OF SCOUTING	1	
SKILLS	43 Ice, 142 Attack Boost, 146 Defence Boost II	

BROWNIE



After Ending Credits

REWARD FOR WIN: ANTIDOTAL HERB, 100 GOLD

WILD SLIME (LEADER)	
	RANK FEDCBAS
MAGIC	Paralysing Punch, Sleep Sock
EASE OF SCOUTING	1
SKILLS	82 Assassin, 83 Huntsman, 146 Defence Boost II

GIGANTES	
	RANK FEDCBAS
MAGIC	Kabuff, Blowback, Helm Splitter
EASE OF SCOUTING	0.5
SKILLS	74 Barricade, 92 Berserker, 146 Defence Boost II

SPIKED HARE	
	RANK FEDCBAS
MAGIC	Psyche Up, Weakening Wallop
EASE OF SCOUTING	1
SKILLS	80 Diminisher, 146 Defence Boost II, 149 Agility Boost II

HEADHUNTER	
	RANK FEDCBAS
MAGIC	Zapple, Multiheal
EASE OF SCOUTING	0.5
SKILLS	97 Cleric, 1, 46 Defence Boost II, 149 Agility Boost II

DARK SLIME	
	RANK FEDCBAS
MAGIC	Zammle, Frizzle
EASE OF SCOUTING	0.5
SKILLS	11 Frizz & Zam II, 143 Attack Boost II, 146 Defence Boost II

DESTINY

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

NARDRAGON(LEADER)	
	RANK FEDCBAS
MAGIC	Fire Breath
EASE OF SCOUTING	2
SKILLS	40 Fire, 142 Attack Boost, 151 Wisdom Boost

HEALSLIME	
	RANK FEDCBAS
MAGIC	Frizz, Zam, Heal
EASE OF SCOUTING	2
SKILLS	10 Frizz & Zam, 59 Healer, 151 Wisdom Boost

JAILCAT	
	RANK FEDCBAS
MAGIC	Crack, Woosh
EASE OF SCOUTING	2
SKILLS	25 Woosh & Crack, 145 Defence Boost, 151 Wisdom Boost

SHE-SLIME	
	RANK FEDCBAS
MAGIC	Fire Breath
EASE OF SCOUTING	2
SKILLS	40 Fire, 142 Attack Boost, 151 Wisdom Boost

SEE URCHIN	
	RANK FEDCBAS
MAGIC	Fizzle
EASE OF SCOUTING	2
SKILLS	75 Seal, 145 Defence Boost, 151 Wisdom Boost



Until Challenge Finals

REWARD FOR WIN: SAGE'S ELIXIR, 50 GOLD

After Ending Credits

REWARD FOR WIN: ELFIN ELIXIR, 100 GOLD



NIGHT EMPEROR**WINGLE**

Locations

XEROPH, PALAISH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: INSULADE, 10 GOLD

145	DRACKY (LEADER)	RANK	FEDCBAB
MAGIC	Bang		
EASE OF SCOUTING	2.5		
SKILLS	16 Bang & Crack, 145 Defence Boost, 148 Agility Boost		

116	SHADOW	RANK	FEDCBAB
MAGIC	None		
EASE OF SCOUTING	2.5		
SKILLS	76 Hypnotist, 145 Defence Boost, 148 Agility Boost		

145	DRACKY (LEADER)	RANK	FEDCBAB
MAGIC	Shade Slash, Boom		
EASE OF SCOUTING	1		
SKILLS	16 Bang & Crack, 50 Thunderwind Slashes, 149 Agility Boost II		

156	GRYPHON	RANK	FEDCBAB
MAGIC	Bemusing Breath, Burning Breath		
EASE OF SCOUTING	1		
SKILLS	76 Hypnotist, 142 Attack Boost, 149 Agility Boost II		

61	CHIMAERA	RANK	FEDCBAB
MAGIC	Heal		
EASE OF SCOUTING	2.5		
SKILLS	59 Healer, 145 Defence Boost, 148 Agility Boost		

6	DRAKE SLIME	RANK	FEDCBAB
MAGIC	Fire Breath		
EASE OF SCOUTING	2		
SKILLS	40 Fire, 145 Defence Boost, 148 Agility Boost		

94	NIGHT EMPEROR	RANK	FEDCBAB
MAGIC	Zam, Midheal		
EASE OF SCOUTING	1		
SKILLS	31 Woosh & Zam, 59 Healer, 149 Agility Boost II		

98	GARGOYLE	RANK	FEDCBAB
MAGIC	Swoosh, Cool Breath		
EASE OF SCOUTING	1		
SKILLS	25 Woosh & Crack, 43 Ice, 149 Agility Boost II		

94	NIGHT EMPEROR	RANK	FEDCBAB
MAGIC	Snooze, Cool Breath		
EASE OF SCOUTING	2		
SKILLS	94 Reaper, 145 Defence Boost, 148 Agility Boost		

103	SILVAPITHECUS	RANK	FEDCBAB
MAGIC	Snooze, Decelerate		
EASE OF SCOUTING	1		
SKILLS	55 Wind Blower, 76 Hypnotist, 149 Agility Boost II		

Mistletoe
Pudding Fest

Kite Festival

Midwinter
Festival

Volcanoes

Maze
Nights

All Areas

After Ending Credits

REWARD FOR WIN: JUMBO INSULADE, 100 GOLD

157	GREAT DRACKY (LEADER)
	RANK
MAGIC	Bemusing Breath, Kaboomble
EASE OF SCOUTING	1
SKILLS	17 Bang & Crack II, 76 Hypnotist, 149 Agility Boost II

158	GRYPHON
	RANK
MAGIC	Kafizzle, Magic Frailty, Kacrack
EASE OF SCOUTING	0.5
SKILLS	75 Seal, 88 Niflheim, 149 Agility Boost II

162	ARCHDEMON
	RANK
MAGIC	Cold Blizzard
EASE OF SCOUTING	1
SKILLS	44 Ice II, 143 Attack Boost II, 149 Agility Boost II

163	SILVAPITHECUS
	RANK
MAGIC	Multih heal, Wave of Relief, Kaswooshle
EASE OF SCOUTING	1
SKILLS	26 Woosh & Crack II, 60 Cure-all, 149 Agility Boost II

50	GREAT DRAGON
	RANK
MAGIC	Kaswooshle
EASE OF SCOUTING	0.5
SKILLS	29 Woosh & Zap II, 143 Attack Boost II, 149 Agility Boost II



KOMODO

WYRMA

Locations

INFANT, PALAISH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

30	FROU-FRY (LEADER)
	RANK
MAGIC	None
EASE OF SCOUTING	2
SKILLS	63 Defender, 145 Defence Boost, 151 Wisdom Boost

31	DRAGONTHORN
	RANK
MAGIC	Cool Breath
EASE OF SCOUTING	2
SKILLS	43 Ice, 145 Defence Boost, 151 Wisdom Boost

29	KOMODO
	RANK
MAGIC	Body Slam
EASE OF SCOUTING	2
SKILLS	91 Toughie, 145 Defence Boost, 151 Wisdom Boost

33	NARDRAGON
	RANK
MAGIC	None
EASE OF SCOUTING	2
SKILLS	58 Dark Knight, 142 Attack Boost, 151 Wisdom Boost

32	ARGON LIZARD
	RANK
MAGIC	Fire Breath
EASE OF SCOUTING	2
SKILLS	53 Fire Fighter, 142 Attack Boost, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: PANACEA, 50 GOLD

FROU-FRY (LEADER)	
	RANK F D E D G B A S
MAGIC	Frost Slash, Crackle
EASE OF SCOUTING	1
SKILLS	43 Ice, 142 Attack Boost, 152 Wisdom Boost II

HACKSAURUS	
	RANK D D C D G B A S
MAGIC	Helm Splitter, Dazzle
EASE OF SCOUTING	1
SKILLS	76 Hypnotist, 92 Berserker, 152 Wisdom Boost II

After Ending Credits

REWARD FOR WIN: ANTIDOTAL HERB, 100 GOLD

FROU-FRU (LEADER)	
	RANK F D E D G B A S
MAGIC	Cold Blizzard, Kacrack
EASE OF SCOUTING	0.5
SKILLS	44 Ice II, 143 Attack Boost II, 152 Wisdom Boost II

GREAT DRAGON	
	RANK D D C D G B A S
MAGIC	Reheal, Midheal, Zapple, Hallowed Slash
EASE OF SCOUTING	0.5
SKILLS	35 Crack & Zap II, 59 Healer, 152 Wisdom Boost II

SEA DRAGON	
	RANK D D C D G B A S
MAGIC	Sag, Flame Slash, Flame Breath
EASE OF SCOUTING	1
SKILLS	40 Fire, 67 Enfeebler, 152 Wisdom Boost II

JARGON	
	RANK D D C D G B A S
MAGIC	Burning Breath, Sandstorm
EASE OF SCOUTING	1
SKILLS	73 Bolsterer, 77 Toxifier, 152 Wisdom Boost II

MEGALODON	
	RANK D D C D G B A S
MAGIC	Venomous Volley, Magic Barrier, Kabuff
EASE OF SCOUTING	0.5
SKILLS	73 Bolsterer, 79 Bad Breath, 152 Wisdom Boost II

TYRANTOSAURUS	
	RANK D D C D G B A S
MAGIC	War Cry, Weakening Wallop, Sandstorm, Dodgy Dance
EASE OF SCOUTING	0.5
SKILLS	58 Dark Knight, 64 Speedster, 152 Wisdom Boost II

SEASAUR	
	RANK D D C D G B A S
MAGIC	Decelerate, Buff, Heal
EASE OF SCOUTING	1
SKILLS	59 Healer, 68 Saboteur, 152 Wisdom Boost II

GREAT DRAGON	
	RANK D D C D G B A S
MAGIC	Flame Breath, Chilly Breath, Frost Slash
EASE OF SCOUTING	0.5
SKILLS	40 Fire, 43 Ice, 152 Wisdom Boost II



Herbivore
Pro-Rambo's Test

Earth Shaker

Maliceous Minions
(Final) Challenge

Malicious Minions
Survival

Final Mission

Final Victory

NORM

Locations

INFANT, XEROPH, PALAISH, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

121	KING KELP (LEADER)	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	2		
SKILLS	142 Attack Boost, 145 Defence Boost, 148 Agility Boost		

58	WILD BOARFISH	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	2.5		
SKILLS	142 Attack Boost, 145 Defence Boost, 148 Agility Boost		

99	MERMAN (LEADER)	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 145 Defence Boost		

100	DIEMON	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 145 Defence Boost		

3	SHELL SLIME	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	2.5		

60	CRABID	RANK	F E D C B A S
MAGIC	Psyche Up		
EASE OF SCOUTING	2.5		

95	WEARTIGER	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 145 Defence Boost		

126	GOLD GOLEM	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 145 Defence Boost		

148	SEE URCHIN	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	2		

163	BOSS TROLL	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 145 Defence Boost		



After Ending Credits

REWARD FOR WIN: NEUTRAL GROUND, 100 GOLD

150	MERMAN (LEADER)	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	0.5		
SKILLS	142 Attack Boost, 143 Attack Boost II, 144 Attack Boost III		

93	JUMPING JACKAL	RANK	F E D C B A S
MAGIC	Psyche Up		
EASE OF SCOUTING	1		
SKILLS	142 Attack Boost, 143 Attack Boost II, 144 Attack Boost III		

1	HACKSAURUS	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	0.5		
SKILLS	142 Attack Boost, 143 Attack Boost II, 144 Attack Boost III		

104	GIGANTES	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	0.5		
SKILLS	142 Attack Boost, 143 Attack Boost II, 144 Attack Boost III		

152	DESSERT DEMON	RANK	F E D C B A S
MAGIC	None		
EASE OF SCOUTING	0.5		
SKILLS	142 Attack Boost, 143 Attack Boost II, 144 Attack Boost III		

MILICIA

Locations

PALAISH, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: WIZARD'S COIN, 10 GOLD

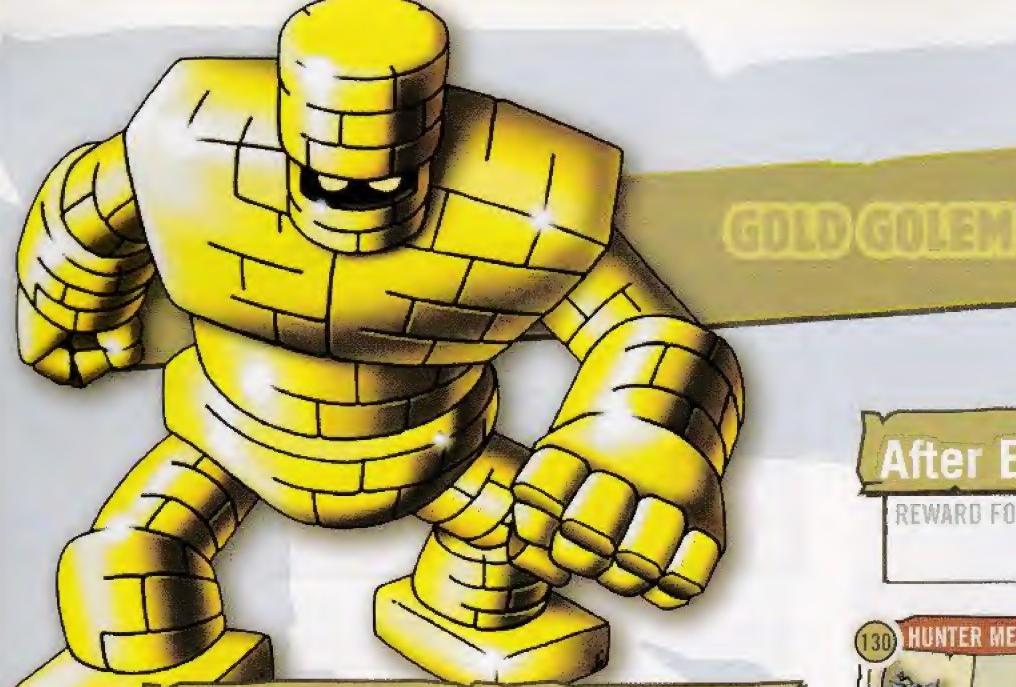
149	IMP (LEADER)	RANK	F E D C B A S
MAGIC	Accelerate		
EASE OF SCOUTING	3		
SKILLS	107 Bird Brain, 142 Attack Boost, 151 Wisdom Boost		

175	STUMP CHUMP	RANK	F E D C B A S
MAGIC	Heal		
EASE OF SCOUTING	2		
SKILLS	61 Cleanser, 142 Attack Boost, 151 Wisdom Boost		

118	FROSTBURN	RANK	F E D C B A S
MAGIC	Cool Breath, Crack		
EASE OF SCOUTING	3		
SKILLS	43 Ice, 142 Attack Boost, 151 Wisdom Boost		

117	DANCING FLAME	RANK	F E D C B A S
MAGIC	Frizz, Flame Slash		
EASE OF SCOUTING	3		
SKILLS	40 Fire, 142 Attack Boost, 151 Wisdom Boost		

176	FUNGHOL	RANK	F E D C B A S
MAGIC	Poison Breath		
EASE OF SCOUTING	3		
SKILLS	77 Toxifier, 142 Attack Boost, 151 Wisdom Boost		



Until Challenge Finals

REWARD FOR WIN: SEED OF MAGIC, 50 GOLD

130	HUNTER MECH (LEADER)	RANK	FEDCBAS
	MAGIC Helm Splitter		
EASE OF SCOUTING 1			
SKILLS 68 Saboteur, 145 Defence Boost, 152 Wisdom Boost II			

44	METAL DRAGON	RANK	FEDCBAS
	MAGIC Oomph, Body Slam		
EASE OF SCOUTING 1			
SKILLS 62 Champion, 145 Defence Boost, 152 Wisdom Boost II			

185	RESTLESS ARMOUR	RANK	FEDCBAS
	MAGIC Helm Splitter, Double-edged Slash		
EASE OF SCOUTING 1			
SKILLS 92 Berserker, 145 Defence Boost, 152 Wisdom Boost II			

126	GOLD GOLEM	RANK	FEDCBAS
	MAGIC Heart Breaker		
EASE OF SCOUTING 1			
SKILLS 78 Fear-monger, 145 Defence Boost, 152 Wisdom Boost II			

133	MIMIC	RANK	FEDCBAS
	MAGIC Paralysing Punch, Poison Poke		
EASE OF SCOUTING 1			
SKILLS 77 Toxifier, 145 Defence Boost, 152 Wisdom Boost II			

After Ending Credits

REWARD FOR WIN: SEED OF MAGIC, 100 GOLD

130	HUNTER MECH (LEADER)	RANK	FEDCBAS
	MAGIC Hallowed Slash, Dazzleflash, Oomph		
EASE OF SCOUTING 0.5			
SKILLS 57 White Knight, 62 Champion, 152 Wisdom Boost II			

137	MUM	RANK	FEDCBAS
	MAGIC Helm Splitter, Flame Slash, Oomph		
EASE OF SCOUTING 0.5			
SKILLS 53 Fire Fighter, 62 Champion, 152 Wisdom Boost II			

138	BOH	RANK	FEDCBAS
	MAGIC Woosh, Gust Slash, Oomph		
EASE OF SCOUTING 0.5			
SKILLS 55 Wind Blower, 62 Champion, 152 Wisdom Boost II			

132	JUM	RANK	FEDCBAS
	MAGIC Bomb Slash, Slowing Slug, Oomph		
EASE OF SCOUTING 0.5			
SKILLS 54 Boom Boxer, 62 Champion, 152 Wisdom Boost II			

136	BOE	RANK	FEDCBAS
	MAGIC Frost Slash, Breathtaking Bash, Oomph		
EASE OF SCOUTING 0.5			
SKILLS 56 Icemeister, 62 Champion, 152 Wisdom Boost II			

FRANCIS DRAKE

Locations

XEROPH, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

	JARGON (LEADER)	RANK					
MAGIC	None						
EASE OF SCOUTING	2						
SKILLS	103 Naturalist, 142 Attack Boost, 48 Agility Boost						

	SNAPDRAGON	RANK					
MAGIC	Fire Breath						
EASE OF SCOUTING	2.5						
SKILLS	40 Fire, 142 Attack Boost, 148 Agility Boost						

Until Challenge Finals

REWARD FOR WIN: SEED OF STRENGTH, 50 GOLD

	JARGON (LEADER)	RANK					
MAGIC	Poison Breath, Poisonous Poke						
EASE OF SCOUTING	1						
SKILLS	77 Toxicifer, 142 Attack Boost, 176 Sleep Ward						

	GREAT ARGON LIZARD	RANK					
MAGIC	Bomb Slash, Bang 1						
EASE OF SCOUTING	90						
SKILLS	Bombardier, 142 Attack Boost, 176 Sleep Ward						

	HARDRAGON	RANK					
MAGIC	None						
EASE OF SCOUTING	2						
SKILLS	82 Assassin, 142 Attack Boost, 148 Agility Boost						

	SEASAUR	RANK					
MAGIC	Katizzle						
EASE OF SCOUTING	2.5						
SKILLS	75 Seal, 142 Attack Boost, 148 Agility Boost						

	ABYSS DIVER	RANK					
MAGIC	Crack, Frost Slash, Tongue Lashing						
EASE OF SCOUTING	1						
SKILLS	56 Icemeister, 142 Attack Boost, 176 Sleep Ward						

	BESHEMOTH SLIME	RANK					
MAGIC	Flame Slash, Fire Breath, Frizz						
EASE OF SCOUTING	1						
SKILLS	40 Fire, 142 Attack Boost, 176 Sleep Ward						

	DRAGONTHORN	RANK					
MAGIC	Snooze						
EASE OF SCOUTING	3						
SKILLS	76 Hypnotist, 142 Attack Boost, 148 Agility Boost						

	SEA DRAGON	RANK					
MAGIC	Sleep Sock, Sweet Breath						
EASE OF SCOUTING	1						
SKILLS	95 Nightmare, 142 Attack Boost, 176 Sleep Ward						

Monstrosity
Ferocious Beast

Battle Arena

Nation's Reward &
Challenge

Magistrating
Service

Rival Monsters

Team Phoenix

Team Monsters

After Ending Credits

REWARD FOR WIN: SEED OF STRENGTH, 100 GOLD

35	JARGON (LEADER)
	RANK
MAGIC	Sleep Sock, Paralysing Punch
EASE OF SCOUTING	0.5
SKILLS	82 Assassin, 143 Attack Boost II, 176 Sleep Ward

163	BOSS TROLL
	RANK
MAGIC	Sandstorm
EASE OF SCOUTING	0.5
SKILLS	91 Toughie, 143 Attack Boost II, 176 Sleep Ward

104	GIGANTES
	RANK
MAGIC	Slowing Slug, Stupefying Strike, Weakening Wallop
EASE OF SCOUTING	0.5
SKILLS	80 Diminisher, 143 Attack Boost II, 176 Sleep Ward

94	NIGHT EMPEROR
	RANK
MAGIC	Zam, Helm Splitter
EASE OF SCOUTING	0.5
SKILLS	94 Reaper, 143 Attack Boost II, 176 Sleep Ward

103	SILVAPITHECUS
	RANK
MAGIC	Venomous Volley
EASE OF SCOUTING	0.5
SKILLS	81 Guerrilla, 143 Attack Boost II, 176 Sleep Ward

WILHELM SPLITZ

Locations

XEROPH, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: OOMPH POWDER, 10 GOLD

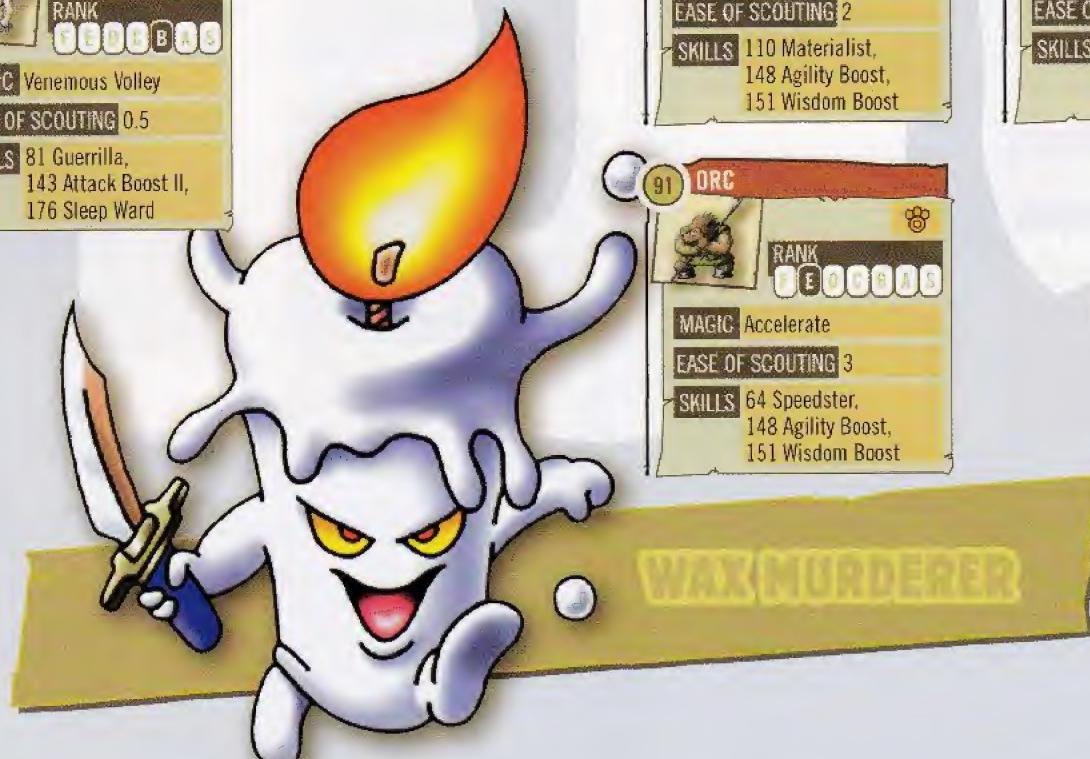
178	DEMONRIDER (LEADER)
	RANK
MAGIC	Helm Splitter
EASE OF SCOUTING	2.5
SKILLS	92 Berserker, 148 Agility Boost, 151 Wisdom Boost

122	WAX MURDERER
	RANK
MAGIC	Sleep Sock
EASE OF SCOUTING	2.5
SKILLS	82 Assassin, 148 Agility Boost, 151 Wisdom Boost

9	SLIME KNIGHT
	RANK
MAGIC	None
EASE OF SCOUTING	2
SKILLS	110 Materialist, 148 Agility Boost, 151 Wisdom Boost

89	FENCING FOX
	RANK
MAGIC	None
EASE OF SCOUTING	2
SKILLS	57 White Knight, 148 Agility Boost, 151 Wisdom Boost

91	ORC
	RANK
MAGIC	Accelerate
EASE OF SCOUTING	3
SKILLS	64 Speedster, 148 Agility Boost, 151 Wisdom Boost



Putrid Snail
Professor Turt

Battle Arenas

Marlene: Bonney's
Career ChallengesMohammed:
Ghosts

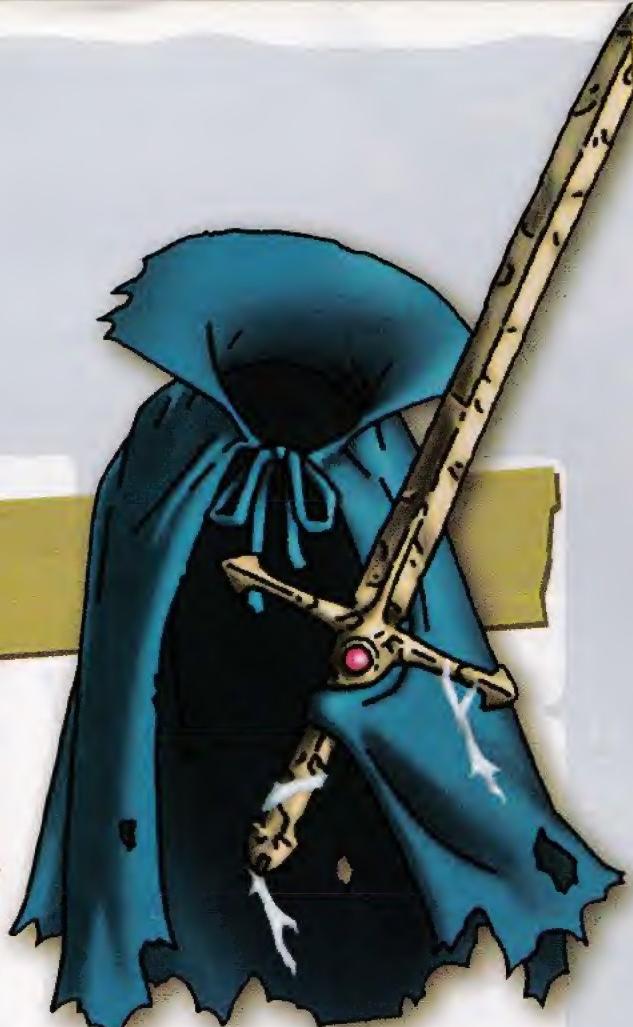
Rival Masters

Evil Angler

Falky: Vulture

Gwen: Mothers
and Daughters

PHANTOM FENCER



Until Challenge Finals

REWARD FOR WIN: POSITIVE PULLER, 50 GOLD

85 RESTLESS ARMOUR (LEADER)RANK
FEDC
IASMAGIC Helm Splitter,
Frost Slash

EASE OF SCOUTING 1

SKILLS 56 Icemeister,
92 Berserker,
174 Inaction Ward**102 COCKATEER**RANK
FEDC
BASMAGIC Weakening Wallop,
Bomb Slash

EASE OF SCOUTING 1

SKILLS 54 Boom Boxer,
67 Enfeeble,
174 Inaction Ward**187 PHANTOM SWORDSMAN**RANK
EEDC
BASMAGIC Zam, Helm Splitter,
Gust Slash

EASE OF SCOUTING 1

SKILLS 55 Wind Blower,
94 Reaper,
174 Inaction Ward**98 GARGOYLE**RANK
EDC
IAS

MAGIC Dazzle, Flame Slash

EASE OF SCOUTING 1

SKILLS 53 Fire Fighter,
76 Hypnotist,
174 Inaction Ward**181 PHANTOM FENCER**RANK
FEDC
IASMAGIC Heart Breaker,
Shade Slash

EASE OF SCOUTING 1

SKILLS 58 Dark Knight,
81 Guerrilla,
174 Inaction Ward



NOTSO MACHO

After Ending Credits

REWARD FOR WIN: POSITIVE PULLER, 100 GOLD

180 LETHAL ARMOUR (LEADER)

	RANK	★★★★★ B ★★★
MAGIC	Helm Splitter, Inferno Slash	
EASE OF SCOUTING	0.5	
SKILLS	49 Firewind Slashes, 92 Berserker, 174 Inaction Ward	

181 NOTSO MACHO

	RANK	★★★★★ B ★★★
MAGIC	Gale Slash, Weakening Wallop, Helm Splitter	
EASE OF SCOUTING	0.5	
SKILLS	50 Thunderwind Slashes, 80 Diminisher, 174 Inaction Ward	

185 RESTLESS ARMOUR

	RANK	★★★★★ B ★★★
MAGIC	Dazzle, Snooze, Sacred Slash	
EASE OF SCOUTING	0.5	
SKILLS	52 Darklight Slashes, 76 Hypnotist, 174 Inaction Ward	

188 SKELETON SOLDIER

	RANK	★★★★★ B ★★★
MAGIC	Shade Slash, Zammle, Blizzard Slash	
EASE OF SCOUTING	0.5	
SKILLS	51 Iceplosion Slashes, 86 Cursader, 174 Inaction Ward	

195 BONE BARON

	RANK	★★★★★ B ★★★
MAGIC	Kafizzle, Magic Frailty, Blizzard Slash	
EASE OF SCOUTING	0.5	
SKILLS	51 Iceplosion Slashes, 70 Antimagic II, 174 Inaction Ward	



WINGIEP

PERCY WEED

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

63 KHALAMARI KID (LEADER)

	RANK	E	D	B	A	S
MAGIC	Zapple, Crackle					
EASE OF SCOUTING	2					
SKILLS	28 Woosh & Zap, 145 Defence Boost, 151 Wisdom Boost					

148 SEE URCHIN

	RANK	F	E	D	B	A	S
MAGIC	Buff						
EASE OF SCOUTING	2						
SKILLS	110 Materialist, 145 Defence Boost, 151 Wisdom Boost						

63 KHALAMARI KID (LEADER)

	RANK	E	D	B	A	S
MAGIC	Gust Slash, Zapple					
EASE OF SCOUTING	1					
SKILLS	28 Woosh & Zap, 145 Defence Boost, 166 Whack Ward					

99 MERMAN

	RANK	F	E	C	B	A	S
MAGIC	Defending Champion, Bounce						
EASE OF SCOUTING	1						
SKILLS	74 Barricade, 145 Defence Boost, 166 Whack Ward						

58 WILD BOARFISH

	RANK	F	E	D	B	A	S
MAGIC	None						
EASE OF SCOUTING	2						
SKILLS	103 Naturalist, 145 Defence Boost, 151 Wisdom Boost						

121 KING KELP

	RANK	E	D	B	A	S
MAGIC	Fuddle					
EASE OF SCOUTING	2					
SKILLS	66 Fortifier, 145 Defence Boost, 151 Wisdom Boost					

60 CRABID

	RANK	F	E	D	B	A	S
MAGIC	Midheal, Zing, Reheal						
EASE OF SCOUTING	1						
SKILLS	59 Healer, 145 Defence Boost, 166 Whack Ward						

121 KING KELP

	RANK	E	D	B	A	S
MAGIC	Kabuff, Ping, Oomph					
EASE OF SCOUTING	1					
SKILLS	66 Fortifier, 145 Defence Boost, 166 Whack Ward					

3 SHELL SLIME

	RANK	F	E	D	B	A	S
MAGIC	Buff						
EASE OF SCOUTING	2.5						
SKILLS	73 Bolsterer, 145 Defence Boost, 151 Wisdom Boost						

158 OCTAVIAN SENTRY

	RANK	D	C	B	A	S
MAGIC	Bomb Slash, Hallowed Slash					
EASE OF SCOUTING	1					
SKILLS	19 Bang & Zap, 145 Defence Boost, 166 Whack Ward					

Mystic Seal
Reincarnation

Battle Arena

Medieval Fortress
Berlin ClassroomViking Village
Viking VillageAncient Monastery
Cave House



KELVIN KLEIN

Locations

INFANT, PALAISH, INFERN, CELESTE

Until Special Battle at Battle Arena

REWARD FOR WIN: WIZARD'S COIN, 10 GOLD

After Ending Credits

REWARD FOR WIN: YGGDRASIL LEAF, 100 GOLD

63	KHALAMARI KID (LEADER)	RANK	F E D C B A S
MAGIC	Swoosh, Kazap		
EASE OF SCOUTING	1		
SKILLS	29 Woosh & Zap II, 146 Defence Boost II, 166 Whack Ward		

158	OCTAVIAN SENTRY	RANK	F E D C B A S
MAGIC	Blizzard Slash, Sacred Slash		
EASE OF SCOUTING	0.5		
SKILLS	51 Icexplosion Slashes, 146 Defence Boost II, 166 Whack Ward		

89	FENCING FOX (LEADER)	RANK	F E D C B A S
MAGIC	Crack		
EASE OF SCOUTING	2		
SKILLS	25 Woosh & Crack, 142 Attack Boost, 151 Wisdom Boost		

9	SLIME KNIGHT	RANK	F E D C B A S
MAGIC	Crack, Cool Breath		
EASE OF SCOUTING	2		
SKILLS	43 Ice, 142 Attack Boost, 151 Wisdom Boost		

39	SEASAUR	RANK	F E D C B A S
MAGIC	Oomph, Kabuff		
EASE OF SCOUTING	0.5		
SKILLS	66 Fortifier, 146 Defence Boost II, 166 Whack Ward		

165	GRACOS	RANK	F E D C B A S
MAGIC	Kaswoosh, Kacrack		
EASE OF SCOUTING	0.5		
SKILLS	26 Woosh & Crack II, 146 Defence Boost II, 166 Whack Ward		

122	WAX MURDERER	RANK	F E D C B A S
MAGIC	Frost Slash, Crackle		
EASE OF SCOUTING	2.5		
SKILLS	56 Icemeister, 142 Attack Boost, 151 Wisdom Boost		

178	DEMONRIDER	RANK	F E D C B A S
MAGIC	Buff, Heal		
EASE OF SCOUTING	2.5		
SKILLS	59 Healer, 142 Attack Boost, 151 Wisdom Boost		

158	OCTAVIAN SENTRY	RANK	F E D C B A S
MAGIC	Zapple, Reheal, Wave of Relief		
EASE OF SCOUTING	0.5		
SKILLS	59 Healer, 146 Defence Boost II, 166 Whack Ward		

61	CHIMAERA	RANK	F E D C B A S
MAGIC	Sandstorm		
EASE OF SCOUTING	2		
SKILLS	73 Bolsterer, 142 Attack Boost, 151 Wisdom Boost		

Until Challenge Finals

REWARD FOR WIN: WIZARD'S SHILLING, 50 GOLD

89 FENCING FOX (LEADER)	
	RANK
MAGIC	Hallowed Slash, Frost Slash, Crack
EASE OF SCOUTING	1
SKILLS	25 Woosh & Crack, 51 Icexplosion Slashes, 157 Crack Ward

11 METAL SLIME KNIGHT	
	RANK
MAGIC	Tongue Lashing, Frost Slash, Crack
EASE OF SCOUTING	1
SKILLS	25 Woosh & Crack, 56 Icemeister, 157 Crack Ward

After Ending Credits

REWARD FOR WIN: WIZARD'S SHILLING, 100 GOLD

89 FENCING FOX (LEADER)	
	RANK
MAGIC	Bomb Slash, Blizzard Slash, Crackle
EASE OF SCOUTING	0.5
SKILLS	26 Woosh & Crack II, 51 Icexplosion Slashes, 157 Crack Ward

158 OCTAVIAN SENTRY	
	RANK
MAGIC	Helm Splitter, Crackle
EASE OF SCOUTING	0.5
SKILLS	26 Woosh & Crack II, 80 Diminisher, 157 Crack Ward

183 SKELETON	
	RANK
MAGIC	Cool Breath, Crack
EASE OF SCOUTING	1
SKILLS	25 Woosh & Crack, 43 Ice, 157 Crack Ward

20 DARK SLIME KNIGHT	
	RANK
MAGIC	Buff, Heal, Crack
EASE OF SCOUTING	1
SKILLS	25 Woosh & Crack, 66 Fortifier, 157 Crack Ward

187 PHANTOM SWORDSMAN	
	RANK
MAGIC	Sag, Crackle
EASE OF SCOUTING	1
SKILLS	26 Woosh & Crack II, 67 Enfeebler, 157 Crack Ward

189 GRIM RIDER	
	RANK
MAGIC	Zamble, Shade Slash, Crackle
EASE OF SCOUTING	0.5
SKILLS	26 Woosh & Crack II, 37 Crack & Zam, 157 Crack Ward

185 RESTLESS ARMOUR	
	RANK
MAGIC	Fizzle, Magic Frailty, Frost Slash, Crack
EASE OF SCOUTING	1
SKILLS	25 Woosh & Crack, 69 Antimagic, 157 Crack Ward

162 ARCHDEMON	
	RANK
MAGIC	Crackle, Bomb Slash
EASE OF SCOUTING	0.5
SKILLS	16 Bang & Crack, 26 Woosh & Crack II, 157 Crack Ward



SEBEASTIAN

Locations

INFANT, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD



Until Challenge Finals

REWARD FOR WIN: OOMPH POWDER, 50 GOLD





HADES CONDOR

After Ending Credits

REWARD FOR WIN: SEED OF MAGIC, 100 GOLD

70	GREAT SABRECAT (LEADER)	RANK	
MAGIC	Bomb Slash, Gale Slash		
EASE OF SCOUTING	1		

SKILLS 49 Firewind Slashes, 92 Berserker, 143 Attack Boost II

186	HELLHOUND	RANK	
MAGIC	Helm Splitter, Hatchet Man		
EASE OF SCOUTING	1		

SKILLS 92 Berserker, 143 Attack Boost II, 149 Agility Boost II

76	HELIGATOR	RANK	
MAGIC	Deep Breath, Flame Breath, Chilly Breath		
EASE OF SCOUTING	0.5		

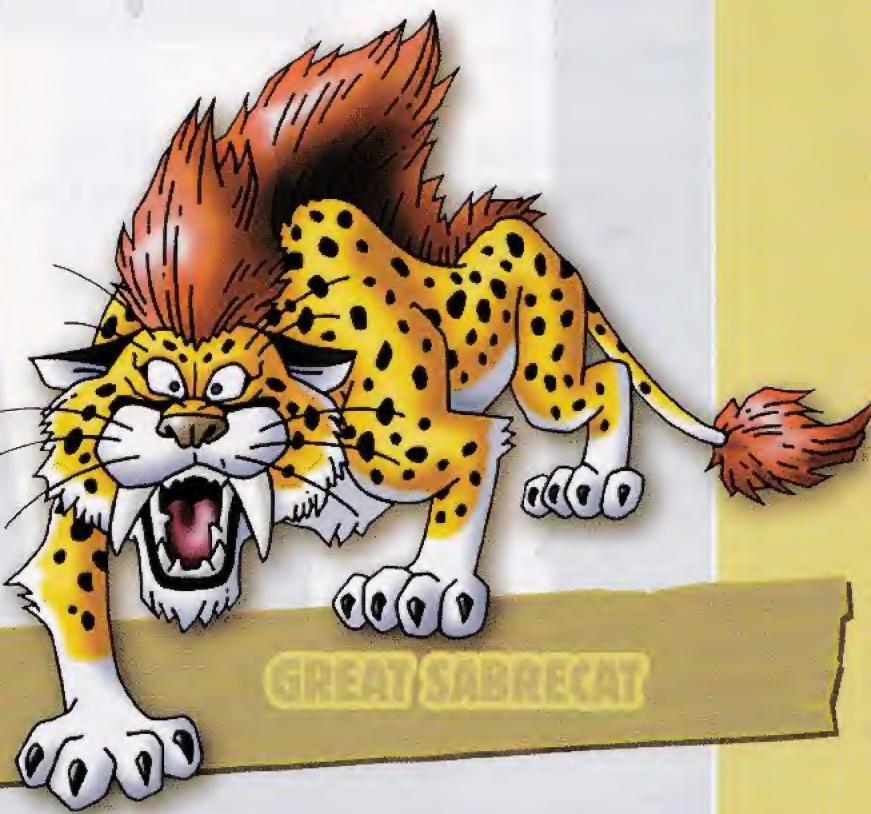
SKILLS 47 Breath II, 92 Berserker, 143 Attack Boost II

91	ORC	RANK	
MAGIC	Blast Slash		
EASE OF SCOUTING	0.5		

SKILLS 54 Boom Boxer, 92 Berserker, 143 Attack Boost II

69	HADES CONDOR	RANK	
MAGIC	Double Up, Meditation		
EASE OF SCOUTING	0.5		

SKILLS 62 Champion, 92 Berserker, 143 Attack Boost II



Mo-ah! Hold
Everyone Told

Death Kraken

Mountain Journey
Card's Progress

Witch Hunt
Attack

Run Masters

Rocky Mountain

Glacier Mountain
and More



EXCHANGERS

At a certain time in your adventures, rival masters start hanging out in the dens of scoutposts. They are always at the small table on the right side as you enter the room. When you first meet a scout, you can become friends with them. The next time you run into that scout, they will offer a monster for exchange.



The monster exchange offered by each scout depends on what you have accomplished in the game. There are four different periods:

UP UNTIL THE SPECIAL BATTLE TAKES PLACE AT BATTLE ARENA

UNTIL THE HERO COMPLETES THE FINAL SHRINE

UNTIL THE MONSTER SCOUT CHALLENGE FINALS TAKE PLACE

AFTER THE MAIN GAME IS COMPLETE

The following shows each exchanger, where you find them at the different times during the game, the monster they are offering, and the requirement you need to do the exchange.



BOB A. JOB**Until Special Battle at Battle Arena**LOCATIONS: INFANT ISLE,
PALAISH ISLE**62 SPIKED HARE -**

RANK	F	E	D	C	B	A	S	LV	8	HP	56	MP	11
ATTACK	48	DEFENCE	48	AGILITY	64								
WISDOM	21	SKILL POINTS	27										
MAGIC													
82 Assassin, 103 Naturalist, 145 Defence Boost													

Requirements for Exchange

MATERIAL FAMILY X3

Until the Monster Scout Challenge FinalsLOCATIONS: DOMUS ISLE,
XEROPH ISLE, FERT ISLE**132 JUM -**

RANK	F	E	D	C	B	A	S	LV	18	HP	144	MP	39
ATTACK	139	DEFENCE	166	AGILITY	101								
WISDOM	73	SKILL POINTS	67										
MAGIC													
82 Assassin, 63 Defender, 145 Defence Boost													

Requirements for Exchange

130 HUNTER MECH

Until the Final Shrine is CompleteLOCATIONS: INFANT ISLE,
CELESTE ISLE**13 BEHEMOTH SLIME +**

RANK	F	E	D	C	B	A	S	LV	14	HP	126	MP	45
ATTACK	68	DEFENCE	80	AGILITY	52								
WISDOM	61	SKILL POINTS	35										
MAGIC													
82 Assassin, 28 Woosh & Zap, 148 Agility Boost													

Requirements for Exchange

127 MECHA-MYNAH

After the Main Game is Complete

LOCATIONS: DOMUS ISLE

22 KING BUBBLE SLIME +

RANK	F	E	D	C	B	A	S	LV	23	HP	206	MP	26
ATTACK	148	DEFENCE	122	AGILITY	63								
WISDOM	113	SKILL POINTS	100										
MAGIC													
82 Assassin, 79 Bad Breath, 77 Toxifier													

Requirements for Exchange

44 METAL DRAGON

MISSY

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE,
PALAISH ISLE

32 ARGON LIZARD -



RANK	F	E	D	C	B	A
LV	3	HP	38	MP	10	
ATTACK	33	DEFENCE	1	AGILITY	30	
WISDOM	7	SKILL POINTS	0			
MAGIC	89 Dancer, 77 Toxifier, 142 Attack Boost					

Requirements for Exchange

117 DANCING FLAME

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE,
DOMUS ISLE

44 METAL DRAGON -



RANK	F	E	D	C	B	A
LV	21	HP	186	MP	45	
ATTACK	152	DEFENCE	186	AGILITY	94	
WISDOM	28	SKILL POINTS	100			
MAGIC	89 Dancer, 82 Assassin, 142 Attack Boost					

Requirements for Exchange

101 NOTSO MACHO

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, PALAISH ISLE, XEROPH ISLE

9 SLIME KNIGHT +



RANK	F	E	D	C	B	A
LV	12	HP	70	MP	25	
ATTACK	80	DEFENCE	88	AGILITY	88	
WISDOM	64	SKILL POINTS	39			
MAGIC	89 Dancer, 57 White Knight, 142 Attack Boost					

Requirements for Exchange

152 DESSERT DEMON

After the Main Game is Complete

LOCATIONS: DOMUS ISLE

106 MOHAWKER +



RANK	F	E	D	C	B	A
LV	24	HP	220	MP	88	
ATTACK	169	DEFENCE	213	AGILITY	115	
WISDOM	68	SKILL POINTS	100			
MAGIC	89 Dancer, 57 White Knight, 142 Attack Boost					

Requirements for Exchange

163 BOSS TROLL

CHUCK**Until Special Battle at Battle Arena**

LOCATIONS: PALASH ISLE, CELESTE ISLE, XEROPH ISLE

DRAGONTHORN +

RANK	F	D	B	A	S	LV	11	HP	104	MP	12
ATTACK	53	DEFENCE	36	AGILITY	40						
WISDOM	31	SKILL POINTS	39								
MAGIC	104	Graveheart, 77	Toxifier,								
142 Attack Boost											

Requirements for Exchange

DEAD FAMILY X3

Until the Final Shrine is Complete

LOCATIONS: PALASH ISLE, CELESTE ISLE, XEROPH ISLE

PAN PIPER -

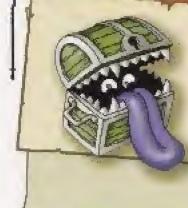
RANK	F	D	B	A	S	LV	17	HP	112	MP	38
ATTACK	99	DEFENCE	90	AGILITY	104						
WISDOM	7	SKILL POINTS	67								
MAGIC 104 Graveheart, 95 Nightmare, 78 Fear-monger											

Requirements for Exchange

184 WALKING CORPSE

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, XEROPH ISLE

MIMIC +

RANK	F	D	B	A	S	LV	20	HP	111	MP	33
ATTACK	144	DEFENCE	155	AGILITY	146						
WISDOM	26	SKILL POINTS	79								
MAGIC 104 Graveheart, 95 Nightmare, 78 Fear-monger											

Requirements for Exchange

184 WALKING CORPSE X3

After the Main Game is Complete

LOCATIONS: INFANT ISLE, FERT ISLE

MOOSIFER -

RANK	F	D	B	A	S	LV	24	HP	194	MP	52
ATTACK	203	DEFENCE	160	AGILITY	148						
WISDOM	84	SKILL POINTS	100								
MAGIC 104 Graveheart, 25 Woosh & Crack, 1 Frizz & Bang											

Requirements for Exchange

191 STARK RAVEN

Monsters
Treasure
Items

Battle Arena

Master Family's
Garden ChallengeMinotaur
Garden

Oval Masters

Exchanges

Dodge Phasers

Dodge Phasers
and Blasts

TRYGER

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE,
PALAISH ISLE

87 SATYR +



RANK	F	E	O	C	B	A	S
LV	9	HP	60	MP	10		
ATTACK	43	DEFENCE	38	AGILITY	42		
WISDOM	13		SKILL POINTS	27			
MAGIC	54	Boom Boxer, 89 Dancer, 91 Toughie					

Requirements for Exchange

NATURE FAMILY X3

Until the Monster Scout Challenge Finals

LOCATIONS: CELESTE ISLE,
XEROPH ISLE

157 GREAT DRACKY +



RANK	F	E	O	C	B	A	S
LV	20	HP	186	MP	98		
ATTACK	129	DEFENCE	118	AGILITY	145		
WISDOM	183		SKILL POINTS	9			
MAGIC	54	Boom Boxer, 16 Bang & Crack, 159 Zam Ward					

Requirements for Exchange

70 GREAT SABRECAT

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, PALAISH ISLE, FERT ISLE

125 ANCHORMAN -



RANK	F	E	O	C	B	A	S
LV	15	HP	80	MP	30		
ATTACK	96	DEFENCE	151	AGILITY	38		
WISDOM	63		SKILL POINTS	55			
MAGIC	54	Boom Boxer, 110 Materialist, 73 Bolsterer					

Requirements for Exchange

65 GREAT SABRECAT

ANCHORMAN



RAPHEAL**Until Special Battle at Battle Arena**

LOCATIONS: CELESTE

HEALSLIME -

RANK	F	LV	4	HP	28	MP	28
ATTACK	24	DEFENCE	16	AGILITY	31		
WISDOM	45	SKILL POINTS	0				
MAGIC	59	Healer, 102 Slimer, 148 Agility Boost					

Requirements for Exchange

MON FAMILY X3

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, FERT ISLE

ANGEL SLIME +

RANK	B	LV	12	HP	64	MP	38
ATTACK	65	DEFENCE	75	AGILITY	63		
WISDOM	65	SKILL POINTS	39				
MAGIC	59 Healer, 61 Cleanser, 158 Zap Ward						

Requirements for Exchange

37 BODKIN ARCHER

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE, CELESTE ISLE, FERT ISLE

CURESLIME -

RANK	C	LV	17	HP	136	MP	98
ATTACK	84	DEFENCE	90	AGILITY	125		
WISDOM	59	SKILL POINTS	67				
MAGIC	Healer, 53 Fire Fighter, 151 Wisdom Boost						

Requirements for Exchange

188 SKELETON SOLDIER

After the Main Game is Complete

LOCATIONS: DOMUS ISLE, XEROPH ISLE

KING CURESLIME +

RANK	B	LV	22	HP	215	MP	134
ATTACK	73	DEFENCE	155	AGILITY	64		
WISDOM	268	SKILL POINTS	100				
MAGIC	59 Healer, 60 Cure-all, 151 Wisdom Boost						

Requirements for Exchange

38 DRAGURN AND 160 LETHAL ARMOUR

Monster Test
Potion Test

Battle Arena

Magma Bunny's
Garden ChallengeMaze Room
Drove

Duel Room

Duel Room
DroveDuel Room
DroveDuel Room
Drove

KITTY

Until Special Battle at Battle Arena

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE



Requirements for Exchange

64 JAILCAT

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, PALAISH ISLE



Requirements for Exchange

64 JAILCAT X3

Until the Final Shrine is Complete

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE



Requirements for Exchange

64 JAILCAT X2

After the Main Game is Complete

LOCATIONS: INFANT ISLE, XEROPH ISLE



Requirements for Exchange

64 JAILCAT X3

LIZZY**Until Special Battle at Battle Arena**LOCATIONS: INFANT ISLE,
CELESTE ISLE**NARDRAGON +**

RANK													LV	3	HP	42	MP	9
ATTACK	32	DEFENCE	20	AGILITY	30													
WISDOM	14	Skill Points	0															
MAGIC	98 Aquapothecary, 93 Martyr, 142 Attack Boost																	

MAGIC: 98 Aquapothecary, 93 Martyr,
142 Attack Boost

Requirements for Exchange

FENCING FOX**Until the Final Shrine is Complete**LOCATIONS: INFANT ISLE, PALAISH
ISLE, CELESTE ISLE**GREEN DRAGON -**

RANK													LV	16	HP	188	MP	48
ATTACK	106	DEFENCE	101	AGILITY	76													
WISDOM	45	Skill Points	55															
MAGIC	98 Aquapothecary, 106 Dragon Lore, 142 Attack Boost																	

MAGIC: 98 Aquapothecary, 106 Dragon Lore,
142 Attack Boost

Requirements for Exchange

NIGHT EMPEROR**Until the Monster Scout Challenge Finals**LOCATIONS: INFANT ISLE,
CELESTE ISLE**158 OCTAVIAN SENTRY +**

RANK													LV	18	HP	132	MP	61
ATTACK	114	DEFENCE	128	AGILITY	54													
WISDOM	89	Skill Points	67															
MAGIC	98 Aquapothecary, 50 Thunderwind Slashes, 145 Defence Boost																	

MAGIC: 98 Aquapothecary, 50 Thunderwind
Slashes, 145 Defence Boost

Requirements for Exchange

159 WRECKTOR**After the Main Game is Complete**

LOCATIONS: FERT ISLE

104 GIGANTES -

RANK													LV	23	HP	288	MP	16
ATTACK	168	DEFENCE	55	AGILITY	66													
WISDOM	81	Skill Points	100															
MAGIC	98 Aquapothecary, 72 Anti-metal, 142 Attack Boost																	

MAGIC: 98 Aquapothecary, 72 Anti-metal,
142 Attack Boost

Requirements for Exchange

164 JAMIRUS

SLIMON

Until Special Battle at Battle Arena

LOCATIONS: DOMUS ISLE,
XEROPH ISLE

118 FROSTBURN +



RANK	F	E	O	D	B	A	S	LV	HP	MP	16
ATTACK	35	DEFENCE	30	AGILITY	30						
WISDOM	12	SKILL POINTS	10								
MAGIC	102 Slimer, 56 Icemeister, 25 Woosh & Crack										

Requirements for Exchange

SLIME FAMILY X3

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE, FERT ISLE

160 LETHAL ARMOUR +



RANK	F	E	O	D	B	A	S	LV	HP	MP	16
ATTACK	162	DEFENCE	181	AGILITY	30						
WISDOM	36	SKILL POINTS	100								
MAGIC	102 Slimer, 96 Cold Sleep, 151 Wisdom Boost										

Requirements for Exchange

16 KING SLIME

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, XEROPH ISLE, FERT ISLE

39 SEASAUR -



RANK	F	E	O	D	B	A	S	LV	HP	MP	33
ATTACK	109	DEFENCE	118	AGILITY	64						
WISDOM	78	SKILL POINTS	55								
MAGIC	102 Slimer, 160 Water Ward, 106 Dragon Lore										

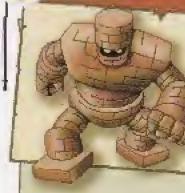
Requirements for Exchange

9 SLIME KNIGHT

After the Main Game is Complete

LOCATIONS: CELESTE ISLE

134 GOLEM -



RANK	F	E	O	D	B	A	S	LV	HP	MP	16
ATTACK	130	DEFENCE	160	AGILITY	30						
WISDOM	45	SKILL POINTS	67								
MAGIC	102 Slimer, 104 Graveheart, 142 Attack Boost										

Requirements for Exchange

21 KING CURESLIME

OOOLIGAN**Until Special Battle at Battle Arena**

LOCATIONS: DOMUS ISLE, CELESTE ISLE, XEROPH ISLE

SNAIL SLIME +

RANK	F	E	D	G	B	A	S	LV	12	HP	32	MP	15
ATTACK	34	DEFENCE	88	AGILITY	26								
WISDOM	12	SKILL POINTS	39										
MAGIC	40	Fire, 65	Mage Aid, 145	Defence Boost									

MAGIC: 40 Fire, 65 Mage Aid, 145 Defence Boost

Requirements for Exchange

DRAGON FAMILY X2

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, CELESTE ISLE, XEROPH ISLE

ROCKBOMB +

RANK	F	E	D	G	B	A	S	LV	15	HP	70	MP	16
ATTACK	74	DEFENCE	118	AGILITY	45								
WISDOM	35	SKILL POINTS	55										
MAGIC	40	Fire, 93	Martyr, 63	Defender									

MAGIC: 40 Fire, 93 Martyr, 63 Defender

Requirements for Exchange

3 NARORAGON

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, DOMUS ISLE

20 DARK SLIME KNIGHT +

RANK	F	E	D	G	B	A	S	LV	14	HP	92	MP	25
ATTACK	105	DEFENCE	73	AGILITY	100								
WISDOM	49	SKILL POINTS	35										
MAGIC	41	Fire II, 58	Dark Knight, 148	Agility Boost									

MAGIC: 41 Fire II, 58 Dark Knight, 148 Agility Boost

Requirements for Exchange

41 HACKSAURUS

After the Main Game is Complete

LOCATIONS: DOMUS ISLE, PALAISH ISLE

164 JAMIRUS +

RANK	F	E	D	G	B	A	S	LV	23	HP	204	MP	28
ATTACK	123	DEFENCE	178	AGILITY	168								
WISDOM	37	SKILL POINTS	100										
MAGIC	42	Fire III, 107	Bird Brain, 4 Frizz & Woosh										

MAGIC: 42 Fire III, 107 Bird Brain, 4 Frizz & Woosh

Requirements for Exchange

44 METAL DRAGON

Main Story
End-Game TIPS

Battle Arena

Battle Arena
Carnival ChallengedRecovering
Items

Final Fantasy

Exchanges
Party CreationBasic Moves
and Skills

WAITER

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE

31 DRAGONTORN +



RANK	F	E	B	O	D	A	S
LV	11	HP	122	MP	12		
ATTACK	65	DEFENCE	36	AGILITY	40		
WISDOM	31	SKILL POINTS	26				
MAGIC	40	Fire, 77	Toxifier				

Requirements for Exchange

NATURE FAMILY X3

RUSTY

After the Main Game is Complete

LOCATIONS: XEROPH ISLE,
PALAISH ISLE

23 METAL KAISER SLIME -



RANK	F	E	B	O	D	A	S
LV	11	HP	48	MP	15		
ATTACK	171	DEFENCE	342	AGILITY	301		
WISDOM	408	SKILL POINTS	39				
MAGIC	87	Muspell, 74 Barricade, 22 Bang & Za					

Requirements for Exchange

18 LIQUID METAL SLIME X2

Until the Monster Scout Challenge Finals

LOCATIONS: DOMUS ISLE

3 SHELL SLIME -



RANK	F	E	B	O	D	A	S
LV	10	HP	32	MP	15		
ATTACK	38	DEFENCE	88	AGILITY	26		
WISDOM	12	SKILL POINTS	18				
MAGIC	73	Bolsterer, 145 Defence Boost					

Requirements for Exchange

BEAST FAMILY X3

SOLITAIRE**After the Main Game is Complete**

LOCATIONS: XEROPH ISLE

ROSEGUARDIN +

RANK	★★★★★ A	LV	23	HP	205	MP	38		
ATTACK	161	DEFENCE	196	AGILITY	154				
WISDOM	163	SKILL POINTS		100					
MAGIC	59	Healer, 80 Diminisher, 65 Mage Aid							

LOCATIONS: PALAISH ISLE

BELIAL -

RANK	★★★★★ A	LV	32	HP	246	MP	88		
ATTACK	202	DEFENCE	188	AGILITY	73				
WISDOM	170	SKILL POINTS		151					
MAGIC	59	Healer, 23 Bang & Zam II, 65 Mage Aid							

Requirements for Exchange

106 MOHAWKER AND 107 BUFFALOGRE

Requirements for Exchange

104 GIGANTES AND 163 BOSS TROLL

**ROSEGUARDIN**Mangle Staff
Potioncery Box

Kefira Award

Magma Bombs
Garden CirclesMeasuring
Tape

New Home

Fishing Rods

Fairy Wings

Royal Mantles
and Helmets



PIRACY PROBLEMS

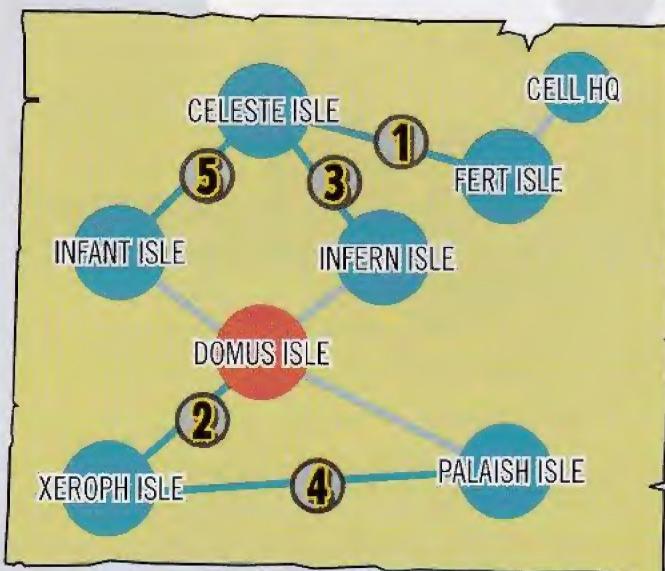
As you travel between the islands on the sea scooters, you may be attacked by pirates—rarely, but it does happen. However, this won't happen until you travel from Celeste Isle to Fert Isle and it only happens at night.



Captain Crow

Arrr, my young laddie.
You'll rue the day you sailed across our bowl!

Once you are attacked along this route, and you defeat the monsters, the pirates move to a new location. The pirates will switch between five different routes until you meet Captain Crow himself on the fifth route. They will move in the order shown on this map.



At any time, you can find out which route the pirates are on by looking on the bulletin board in any scoutpost den. Just select Piracy Problems to get this information.

For the monsters that have two experience amounts and two gold amounts listed in this section, it is listed in the form of first encounter/second encounter.

ROUTE 1



SEA SCOOTER ROUTE:
Between Celeste Isle and Fert Isle

MONSTERS ON PIRATE SHIP:
SHIP: 89 fencing fox, 153 dancing devils x2

ROUTE 2

SEA SCOOTER ROUTE: Between Domus Isle and Xeroph Isle
MONSTERS ON PIRATE SHIP: 98 gargoyle and 89 fencing foxes x2

ROUTE

3



SEA SCOOTER ROUTE:

Between Infern Isle and Celeste Isle

MONSTERS ON PIRATE SHIP:

158 octavian sentry and 98 gargoyles x2

ROUTE

4



SEA SCOOTER ROUTE:

Between Xeroph Isle and Palaish Isle

MONSTERS ON PIRATE SHIP:

165 gracos

ROUTE

5



SEA SCOOTER ROUTE:

Between Infant Isle and Celeste Isle

MONSTERS ON PIRATE SHIP:

198 Captain Crow

After defeating Captain Crow, he forces himself into your team.



I'd rather serve you and pay off my debt.
I'll join your crew, Cap'n Hero!

Monsters

99 FENCING FOX



RANK									
LV	23	HP	186	MP	30				
ATTACK	164	DEFENCE	118	AGILITY	188				
WISDOM	30	WISDOM	30	EXP	1000/1500				
GOLD	100/200	MAGIC	Kafizzle, Heal, Mercurial Thrust, Sag						

153 DANCING DEVIL



RANK									
LV	9	HP	134	MP	55				
ATTACK	98	DEFENCE	54	AGILITY	15				
WISDOM	45	WISDOM	30	EXP	1000				
GOLD	100	MAGIC	Sultry Dance, Weird Dance, Heal						

98 GARGOYLE



RANK									
LV	18	HP	110	MP	50				
ATTACK	142	DEFENCE	146	AGILITY	154				
WISDOM	128	WISDOM	30	EXP	1500/2000				
GOLD	200/300	MAGIC	Multislash, Kasap, Oomph, Mercurial Thrust						

158 OCTAVIAN SENTRY



RANK									
LV	26	HP	275	MP	48				
ATTACK	197	DEFENCE	98	AGILITY	175				
WISDOM	42	WISDOM	30	EXP	2000				
GOLD	300	MAGIC	Blizzard Slash, Weakening Wallop						

165 GRACOS



RANK									
LV	32	HP	985	MP	255				
ATTACK	244	DEFENCE	205	AGILITY	136				
WISDOM	99	WISDOM	30	EXP	5000				
GOLD	1200	MAGIC	Geyser						

198 CAPTAIN CROW



RANK									
LV	34	HP	2005	MP	255				
ATTACK	360	DEFENCE	126	AGILITY	268				
WISDOM	112	WISDOM	30	EXP	10000				
GOLD	1500	MAGIC	Psyche Up, Multislash						



BONUS MONSTERS AND ITEMS

As you progress through the main game and prepare for Solitaire's Challenge you can talk to the people around Domus Isle and in the sewer to obtain some free monsters and items. Here are some monsters and items you can get just from talking to the individuals in these areas.

The stats given for each monster are approximate. You receive either the mechan-o'-wyrm or the heligator, not both.



57	SATYR
Rank	F
LV	7
HP	62
MP	18
ATTACK	66
DEFENCE	48
AGILITY	26
WISDOM	20
SKILLS	89 Dancer, 142 Attack Boost

How to obtain: Find it in the sewer at night after you have fought the special battle at the battle arena.

137	MUM
Rank	D
LV	18
HP	136
MP	38
ATTACK	111
DEFENCE	98
AGILITY	25
WISDOM	42
SKILLS	65 Mage Aid, 145 Defence Boost

How to obtain: Find it in the sewer during the day after you have reached the challenge finals.

51	MECHAN-O'-WYRM
Rank	F
LV	15
HP	124
MP	84
ATTACK	99
DEFENCE	127
AGILITY	69
WISDOM	68
SKILLS	74 Barricade, 166 Whack Ward

How to obtain: A guy in the sewers asks you which monster he should take: The mechan-o'-wyrm or the heligator. Decide for him and you get the other one.

76	HELIGATOR
Rank	F
LV	15
HP	124
MP	84
ATTACK	99
DEFENCE	127
AGILITY	69
WISDOM	68
SKILLS	103 Naturalist,

How to obtain: A guy in the sewers asks you which monster he should take: The mechan-o'-wyrm or the heligator. Decide for him and you get the other one.

100	DIEMON
Rank	F
LV	20
HP	186
MP	46
ATTACK	123
DEFENCE	123
AGILITY	27
WISDOM	64
SKILLS	55 Wind Blower, 145 Defence Boost

How to obtain: Get it from the guy next to Scoutmaster Shuffles after you have completed the scout challenge.

198	CAPTAIN CROW
Rank	D
LV	25
HP	238
MP	126
ATTACK	225
DEFENCE	184
AGILITY	98
WISDOM	117
SKILLS	128 Captain Crow, 142 Attack Boost

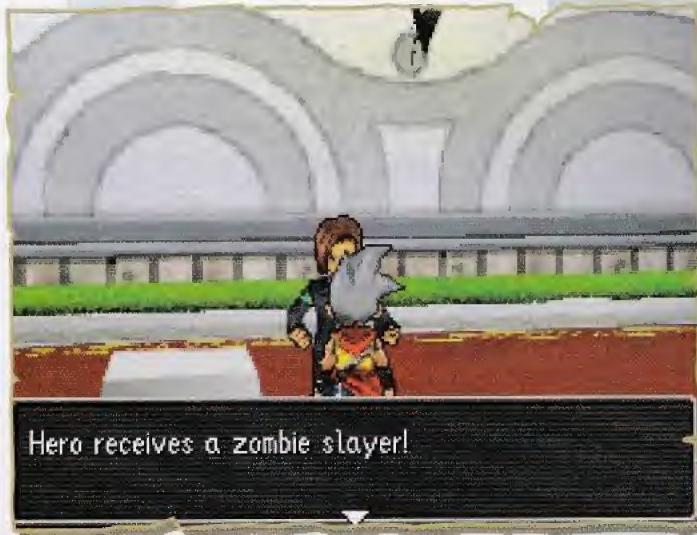
How to obtain: Defeat Captain Crow.

Elfin Elixir

Before starting the finals of the Monster Scout Challenge, talk to Igor Folds in his apartment to receive an elfin elixir.

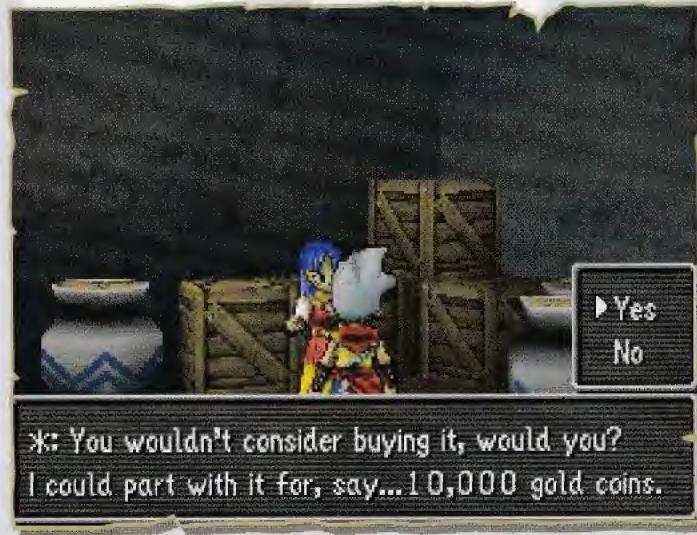
Zombie Slayer

After you complete the main game, talk to the guy near the tables in the front section of the Monster Scout HQ to receive a zombie slayer.



Metal Ticket

After you complete the main game, talk to the lady standing next to the weapon shop in the Domus Isle sewer. She sells you a Metal Ticket for 10,000 gold coins. This ticket gets you into Madame Rummy's metal menagerie immediately. You can return to her for another one after you use the one you bought.



Monster Scout
Monstercity Test

Battle Arena

Madame Rummy's
Gymnasium

Minotaur
Arena

Final Victory

Blowout

Final Victory

Blowout

Final Victory



ITEMS

The following is a list of items that are available in the game. If there is a – for the buy cost, it is not available for sale at any of the shops.

ITEM	BUY COST (G)	SELL COST (G)	DESCRIPTION	HOW TO OBTAIN
Medicinal herb	8	4	Restores 30 HP to a single ally.	Infant Isle Item Shop, Domus Isle Item Shop, Domus Isle Department Store, Xeroph Isle Item Shop, Palaish Isle Item Shop
Strong medicine	50	25	Restores 60 HP to a single ally.	Domus Isle Department Store, Palaish Isle Item Shop, Celeste Isle Item Shop, Fert Isle Item Shop
Special medicine	-	125	Restores 120 HP to a single ally.	
Multi medicine	600	300	Restores 30 HP to all allies.	Fert Isle Item Shop, Domus Isle Department Store (after the start of the tournament)
Yggdrasil dew	3000	1500	Restores between 100 and 120 HP to all allies.	Domus Isle Department Store (after the end of the game), Advanced Proficiency Test: Question 2
Magic elixir	300	150	Restores 30 MP to a single ally.	Domus Isle Department Store, Palaish Isle Item Shop, Celeste Isle Item Shop
Sage's elixir	750	375	Restores 90 MP to a single ally.	Domus Isle Department Store (after the start of the tournament)
Elfin elixir	1260	630	Fully restores the MP of a single ally.	Domus Isle Department Store (after the end of the game), Advanced Proficiency Test: Question 1
Yggdrasil leaf	1500	750	A mystical leaf that resurrects a single fallen ally.	Domus Isle Sewer Weapon Shop
Antidotal herb	10	5	Cures a single ally of the effects of poison.	Infant Isle Item Shop, Domus Isle Item Shop, Xeroph Isle Item Shop, Celeste Isle Item Shop
Moonwort bulb	30	15	Cures a single ally of the effects of paralysis.	Domus Isle Item Shop, Xeroph Isle Item Shop, Celeste Isle Item Shop
Panacea	550	275	Cures a single ally of all physical ailments.	Domus Isle Department Store, Palaish Isle Item Shop Scoutpost, Fert Isle Item Shop
Antimagic powder	100	50	Enchanted dust used to seal an enemy's magic.	Domus Isle Department Store, Fert Isle Item Shop
Oomph powder	900	450	Increases the attack power of a single ally.	Domus Isle Department Store, Fert Isle Item Shop
Wizard's penny	310	155	Increases one ally's resistance to enemy magic.	Domus Isle Department Store, Celeste Isle Item Shop
Wizard's shilling	960	480	Increases all allies' resistance to enemy magic.	Domus Isle Department Store (after the start of the tournament)
Insulade	350	175	Increases one ally's resistance to fire and ice breath attacks.	Domus Isle Department Store, Celeste Isle Item Shop
Jumbo Insulade	1050	525	Increases all allies' resistance to fire and ice breath attacks.	Treasure chest on the north side of Celeste Isle Item Shop, Domus Isle Department Store (after the start of the tournament)
Seed of skill	-	23	Permanently increases the skill points of a single ally by three.	Find at night on most islands.

ITEM	BUY COST (G)	SELL COST (G)	DESCRIPTION	HOW TO OBTAIN
Seed of life	-	18	Permanently increases the maximum HP of a single ally.	E rank reward in battle arena
Seed of magic	-	20	Permanently increases the maximum MP of a single ally.	
Seed of strength	-	15	Permanently increases the attack power of a single ally.	
Seed of defence	-	15	Permanently increases the defence of a single ally.	
Seed of agility	-	13	Permanently increases the agility of a single ally.	
Seed of wisdom	-	10	Permanently increases the wisdom of a single ally.	
Chimaera wing	25	13	Teleports you to the last scountpost you visited. (Only works outside.)	Domus Isle Item Shop, Xeroph Isle Item Shop
Exodust	50	25	Teleports you out of the current tower, cave, or dungeon.	Domus Isle Item Shop, Xeroph Isle Item Shop, Palaish Isle Item Shop
Gold nugget	-	5000	A heavy chunk of solid gold.	Treasure chest in the sewers, Advanced Proficiency Test: Question 3
Darkonium	-	3500	A very saleable piece of darkonium[md]after you have turned in the initial 10 for the Monster Scout Challenge.	Various areas in islands around the Green Bays.
"Positive Puller"	7300	730	Lures + monsters into battle.	Domus Isle Sewer Weapon Shop
"Think Negative"	7500	750	Lures - monsters into battle.	Domus Isle Sewer Weapon Shop
"Neutral Ground"	14500	1450	Lures +/- monsters into battle.	Advanced Proficiency Test: Question 9
Metal ticket	10000	-	Grants entrance to the metal menagerie.	Purchased from lady in sewer after completing the game.
Warrior's scroll	-	1	Teaches skill: 187 Warrior.	Domus Isle Department Store
Mage's scroll	-	1	Teaches skill: 188 Mage	Domus Isle Department Store
Priest's scroll	-	1	Teaches skill: 189 Priest	Domus Isle Department Store
Martial artist's scroll	-	1	Teaches skill: 190 Martial Artist	Domus Isle Department Store
Sage's scroll	-	1	Teaches skill: 191 Sage	Advanced Proficiency Test: Question 6
Thief's scroll	-	1	Teaches skill: 192 Thief	

SPECIAL ITEMS

The following are items that you receive through the course of playing the game. They are not purchased from a shop and cannot be sold.

ITEM	DESCRIPTION	
"How to Zoom"	A mystic tome that teaches the hero Zoom.	Xeroph Isle Temple
"The Joy of Evac"	A mystic tome that teaches the hero Evac.	Palaish Isle Temple
"Whistling for Dummies"	A mystic tome that teaches the hero Whistle.	Celeste Isle or Fert Isle Temple
"The Art of Vanishing"	A mystic tome that teaches Vanish.	Celeste Isle or Fert Isle Temple
Loyalty card	Allows you to purchase goods with a 20% discount at all shops.	S rank reward in battle arena
Lunar tablet	A tablet engraved with the mark of the moon.	Celeste Isle Temple
Solar tablet	A tablet engraved with the mark of the sun.	Celeste Isle Temple
Baryon sphere	A mysterious orb received from Warden Trump.	Cell HQ after the tournament
Brass key	A key received from Solitaire.	Received for winning Solitaire's Challenge.



WEAPONS

This section of the guide is devoted to the weapons that you can equip as you play through the game. The Attack Power statistic is added to the monster's present Attack stat.

SWORDS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Copper sword	270	135	10	A widely used sword made out of copper.	Infant Isle Item Shop
Divine dagger	530	265	13	A silver knife lethal to the undead.	Xeroph Isle Item Shop
Rapier	840	420	18	A thin blade able to pierce dragon scales.	Shop in Palaish Isle
Steel broadsword	2000	1000	30	A sturdy sword forged from steel.	Domus Isle Department Store, Celeste Isle Item Shop
Zombiesbane	3850	1925	36	A holy sword lethal to the undead.	Domus Isle Sewer Weapon Shop
Dragonsbane	4700	2350	41	A large sword lethal to dragons.	Fert Isle Item Shop
Obsidian sword	-	3500	48	A black sword lethal to metal monsters.	Treasure chest behind boss troll on Fert Isle
Silver broadsword	11200	5600	62	A wide-bladed sword with an eerie glow.	Domus Isle Department Store (after the start of the tournament)
Zombiesblight	-	4900	67	A divine sword lethal to the undead.	Red chest in Infern Tartarus
Dragonsblight	-	5000	72	A trusty sword lethal to dragons.	Received for defeating the black dragon - Infern Isle Tartarus.
Giant's sword	39000	19500	90	A giant sword made for giant hands.	Domus Isle Department Store (after the end of the game)
Zombie slayer	-	8500	81	A wicked sword lethal to the undead.	After completing the main game, talk to guy near tables in Monster Scout HQ.
Dragon slayer	-	8750	86	A legendary sword lethal to dragons.	Advanced Proficiency Test: Question 8
Lost katana	-	10000	110	A mighty blade misplaced by an ancient warrior.	Wi-Fi
Metal king sword	-	31150	102	A mighty sword lethal to metal monsters.	Wi-Fi

SPEARS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Iron lance	310	155	9	An iron lance designed to skewer slimes.	Xeroph Isle Item Shop
Pitchfork	780	390	16	A sharp weapon for use against naturalists.	Palaish Isle Item Shop.
Sacred spear	-	460	22	A holy spear effective against demons.	Received after defeating the Orc on Xeroph Isle
Partisan	2300	1150	28	A sturdy weapon for use against materialists.	Domus Isle Department Store
Holy lance	2850	1425	34	A holy lance effective against the undead.	Celeste Isle Item Shop
Hunting spear	4400	2200	40	A sharp spear effective against beasts.	Domus Isle Sewer Weapon Shop
Dragon lance	5300	2650	45	A marvelous lance effective against dragons.	Fert Isle Item Shop
Halberd	9600	4800	57	A weapon with a spear's reach and an axe's strength.	Domus Isle Department Store (after the start of the tournament), Won from Gracos (Captain Crow)
Hero spear	-	7750	82	Wielded by a heroic knight in days of yore.	Advanced Proficiency Test: Question 7
Gáe Bolg	-	21250	94	Critical hits are easier to land with this spear.	Wi-Fi

AXES

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Stone axe	120	60	7	A simple chopping tool made of stone.	Infant Isle Item Shop
Woodcutter axe	650	325	14	An axe for use against beasts and naturalists.	Xeroph Isle Item Shop
Iron axe	990	495	23	A useful axe made of iron.	Domus Isle Department Store
Woodsman's axe	2150	1075	32	An axe for use against beasts and naturalists.	Fert Isle Item Shop
Headsman's axe	-	1300	39	Critical hits are easier to land with this axe.	Red chest in CELL HQ and drop from Hacksaurus
Battleaxe	6700	3350	52	A large axe forged for the battlefield.	Domus Isle Department Store (after the start of the tournament)
Forester's axe	-	4100	60	An axe for use against beasts and naturalists.	Cell HQ: Red Chest on the first floor
King axe	27500	13750	81	In a word: Axellent.	Domus Isle Department Store (after the end of the game)
Ranger's axe	-	8000	90	An axe for use against beasts and naturalists.	Drop from soulspawn
Executioner's axe	-	19250	93	Critical hits are easier to land with this axe.	Wi-Fi

HAMMERS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Oaken club	90	45	3	A durable club carved from solid oak.	Infant Isle Item Shop
Sludgehammer	400	200	12	A hammer for use against slimes and materialists.	Xeroph Isle Item Shop
Iron hammer	1540	770	24	An extremely durable hammer made of iron.	Domus Isle Department Store, Celeste Isle
War hammer	3200	1600	31	A mighty hammer that can crush foes in a single blow.	Domus Isle Sewer Weapon Shop
Miracle mallet	-	2900	37	A miraculous weapon that restores its wielder's HP.	Drop from rival Daisy and rare drop from Wrecktor
Giant wrench	7300	3650	49	An extremely large and heavy iron wrench.	Domus Isle Department Store (after the start of the tournament)
Sledgehammer	-	4100	97	A hammer for use against slimes and materialists.	Drop from Atlas
Marauder's maul	43000	21500	80	A frighteningly heavy weapon made of iron.	Domus Isle Department Store (after the end of the game)
Warlord's hammer	-	8500	58	A mighty hammer that can crush foes in a single blow.	Drop from Tyrantosaurus and red chest in Infern Tartarus
Miracle mace	-	28750	87	A miraculous weapon that restores its wielder's HP.	X rank reward in battle arena

WHIPS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Leather whip	380	190	2	A leather whip able to strike all foes at once.	Xeroph Isle Item Shop
Battle whip	-	315	6	A gorgeous whip able to strike all foes at once.	Rare drop from bokkin archer
Thorn whip	1400	700	8	A prickly whip able to strike all foes at once.	Palaish Isle Item Shop
Sidewinder	4000	2000	21	A thick whip able to strike all foes at once.	Domus Isle Sewer Weapon Shop
Snakeskin whip	-	900	12	A scaly whip able to strike all foes at once.	Red chest in Palaish Isle temple
Chain whip	-	1400	26	A metal whip able to strike all foes at once.	Drop from Captain Crow
Dragontail whip	-	3350	33	A trusty whip able to strike all foes at once.	A rank reward in Battle Arena
Spiked steel whip	18800	9400	42	A woven-steel whip able to strike all foes at once.	Domus Isle Department Store (after the end of the game)
Scourge whip	-	4600	50	A mighty whip able to strike all foes at once.	Advanced Proficiency Test: Question 5
Gringham whip	-	29000	68	A fearsome whip able to strike all foes at once.	Received after defeating estark

CLAWS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Stone claws	75	37	5	Simple stone claws.	Infant Isle Item Shop
Metal claws	-	250	11	Claws useful against metal monsters.	D rank reward in battle arena
Iron claws	1150	575	19	Tough iron claws.	Domus Isle Department Store, Celeste Isle Item Shop
Sacred claws	2500	1250	25	Sharp claws useful against demons.	Domus Isle Sewer Weapon Shop
Razor claws	3100	1550	33	Powerful claws used by nimble fighters.	Fert Isle Item Shop
Steel claws	5500	2750	43	Rugged claws forged from steel.	Domus Isle Department Store (after the start of the tournament)
Metal talons	-	3600	51	Claws useful against metal monsters.	Scoutmaster Shuffles: Question 10
Gryphon talons	34500	17250	77	Claws which strike in the blink of an eye.	Domus Isle Department Store (after the end of the game)
Sacred talons	-	3250	63	Fearsome claws useful against demons.	Red chest in Infern Tartarus
Orichalcum claws	-	25750	95	Legendary claws forged from orichalcum.	Advanced Proficiency Test: Question 10

STAVES

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Cypress staff	150	75	4 (+10 Wisdom)	A plain wooden staff.	Domus Isle Item Shop, Xeroph Isle Item Shop, Infant Isle: Red Chest in cave
Rune staff	730	730	12 (+22 Wisdom)	A mysterious staff with magical powers.	Domus Isle Department Store, Palaish Isle Item Shop
Phoenix sceptre	-	-	8	A staff that allows the holder to pass on its form in synthesis.	Palaish Isle dungeon
Plus sceptre	-	1500	23	Used to ensure a synthesized monster is +.	Scout Proficiency Test: Question 8
Minus sceptre	-	1500	23	Used to ensure a synthesized monster is -.	B rank reward in battle arena
Crystal staff	3600	1800	34	A staff studded with magic crystals.	Domus Isle Department Store (after the start of the tournament)
Staff of darkness	-	2000	47 (+38 Wisdom)	A staff pulsating with dark energy.	Red chest in Infern Tartarus
Sage's staff	-	3750	61	A staff wielded by sages of old.	Advanced Proficiency Test: Question 4
Royal rod	-	20750	83	Once owned by a king who couldn't keep his hands off it.	Received after defeating estark



MONSTERS



Slime Family

RANK	NO.	NAME
F	1	SLIME
F	2	BUBBLE SLIME
F	3	SHELL SLIME
F	4	HEALSLIME
E	5	SHE-SLIME
E	6	DRAKE SLIME
E	7	SNAIL SLIME
D	8	WILD SLIME
D	9	SLIME KNIGHT
D	10	METAL SLIME
D	11	METAL SLIME KNIGHT
D	12	ANGEL SLIME
D	13	BEHEMOTH SLIME
D	14	BESHEMOTH SLIME
C	15	DRAGON SLIME
C	16	KING SLIME
C	17	CURESLIME
C	18	LIQUID METAL SLIME
B	19	DARK SLIME
B	20	DARK SLIME KNIGHT
B	21	KING CURESLIME
A	22	KING BUBBLE SLIME
A	23	METAL KAISER SLIME
S	24	METAL KING SLIME
S	25	DARKONIUM SLIME
S	26	GRANDPA SLIME
X	27	GEM SLIME
X	28	TRODE



Dragon Family

RANK	NO.	NAME
F	29	KOMODO
F	30	FROU-FRY
F	31	DRAGONTHORN
F	32	ARGON LIZARD
E	33	NARDRAGON
E	34	SNAPDRAGON
E	35	JARGON
D	36	GREEN DRAGON
D	37	SKELEGON
D	38	DRAGURN
D	39	SEASUR
D	40	RED DRAGON
C	41	HACKSAURUS
C	42	SEA DRAGON
C	43	TYRANTOSAURUS
C	44	METAL DRAGON
B	45	GREAT ARGON LIZARD
B	46	ABYSS DIVER
B	47	MEGALODON
B	48	FROU-FROU
B	49	DRAKULARGE
A	50	GREAT DRAGON
A	51	MECHAN-O'-WYRM
S	52	BLACK DRAGON
S	53	DRAKULARD
S	54	ALABAST DRAGON
X	55	DRAGONLORD
X	56	DRAGOVIAN LORD



Nature Family

RANK	NO.	NAME
F	57	CAPSICHUM
F	58	WILD BOARFISH
F	59	SCORPION
F	60	CRABID
F	61	CHIMAERA
E	62	SPIKED HARE
E	63	KHALAMARI KID
E	64	JAILCAT
D	65	GREAT SABRECUB
D	66	HELL HORNET
D	67	EVEEL
D	68	BULLFINCH
C	69	HADES CONDOR
C	70	GREAT SABRECAT
C	71	TREEFACE
C	72	SCISSOR BEATLE
B	73	BEETLEBOY
B	74	GIANT MOTH
B	75	GORERILLA
A	76	HELIGATOR
A	77	YABBY
A	78	RIPTIDE
A	79	GARUDA
S	80	BEETLEBULLY
S	81	KING SQUID
S	82	KHALAMARI
X	83	LEOPOLD
X	84	EMPYREA

Beast Family

NO.	NAME
115	PLATYPUNK
116	MISCHIEVOUS MOLE
117	SATYR
118	HAMMERHOOD
119	FENCING FOX
120	CHAININE
121	ORC
122	PAN PIPER
123	JUMPING JACKAL
124	NIGHT EMPEROR
125	WEARTIGER
126	BROWNIE
127	BODKIN ARCHER
128	GARGOYLE
129	MERMAN
130	DIEMON
131	NOTSO MACHO
132	COCKATEER
133	SILVAPITHECUS
134	GIGANTES
135	MOOSIFER
136	MOHAWKER
137	BUFFALOGRE
138	PAZUZU
139	ATLAS
140	DON MOLE
141	NIMZO
142	DHQULMAGUS
143	RHAPHORNE
144	RHAPHORNE (2ND FORM)

Material Family

RANK	NO.	NAME
F	115	BAG O' LAUGHS
F	116	SHADOW
F	117	DANCING FLAME
F	118	FROSTBURN
F	119	SPITNIK
E	120	GOODYBAG
E	121	KING KELP
E	122	WAX MURDERER
D	123	CANNIBOX
D	124	ROCKBOMB
D	125	ANCHORMAN
D	126	GOLD GOLEM
D	127	MECHA-MYNAH
C	128	MUD MANNEQUIN
C	129	DINGALING
C	130	HUNTER MECH
C	131	PUPPETEER
B	132	JUM
B	133	MIMIC
A	134	GOLEM
A	135	LIVING STATUE
A	136	BOE
A	137	MUM
A	138	BOH
S	139	TRAP BOX
S	140	KILLING MACHINE
S	141	MUMBOH-JUMBOE
X	142	RUIN
X	143	PSARO
X	144	ESTARK

Demon Family

RANK	NO.	NAME
F	145	DRACKY
F	146	LIPS
F	147	WINKY
F	148	SEE URCHIN
E	149	IMP
E	150	LUMP WIZARD
E	151	FROGFACE
D	152	DESSERT DEMON
D	153	DANCING DEVIL
D	154	HEADHUNTER
D	155	LESSER DEMON
C	156	GRYPHON
C	157	GREAT DRACKY
C	158	OCTAVIAN SENTRY
C	159	WRECKTOR
B	160	LETHAL ARMOUR
B	161	FALLEN PRIEST
B	162	ARCHDEMON
B	163	BOSS TROLL
A	164	JAMIRUS
A	165	GRACOS
A	166	DEMON-AT-ARMS
A	167	BELIAL
S	168	ROBBIN HOOD
S	169	NIGHT CLUBBER
S	170	MALROTH
X	171	ZOMA
X	172	MORTAMOR

Undead Family

NO.	NAME
173	HOST
174	FIRESPIRIT
175	STUMP CHUMP
176	FUNGOUL
177	MUDGY HAND
178	DEMONRIDER
179	MUMMY BOY
180	SKIPPER
181	PHANTOM FENCER
182	FLYGUY
183	SKELETON
184	WALKING CORPSE
185	RESTLESS ARMOUR
186	HELLHOUND

Incarni

B	187	PHANTOM SWORDSMAN
B	188	SKELETON SOLDIER
B	189	GRIM RIDER
B	190	SOULSPAWN
B	191	STARK RAVEN
A	192	WAILIN' WEED
A	193	TORTURED SOUL
A	194	ROSEGARDIN
A	195	BONE BARON
S	196	DULLARAN
S	197	WIGHT KING
S	198	CAPTAIN CROW
X	199	ORGODEMIR
X	200	DR SNAPPED

RANK	NO.	NAME
???	201	WULFSPADE
???	202	HAWKHART
???	203	CLUBOON
???	204	DIAMAGON
???	205	WULFSPADE ACE
???	206	HAWKHART ACE
???	207	CLUBOON ACE
???	208	DIAMAGON ACE
???	209	ACE of SPADES
???	210	WILDCARD

BESTIARY

46	ABYSS DIVER	
	RANK	
	STRENGTH	118
	Their mighty bodies can withstand even the pressure of the ocean depths.	
	WEAPONS	Spears, Hammers, Claws, Staves
	TRAITS	Artful Dodger
	RESISTANCES	Sleepproof
	SKILLS	34 Crack & Zap
	FOUND AT	--
	SYNTHESIZED BY	Seasaur x Hades

54	ALABAST DRAGON	
	RANK	
	STRENGTH	178
	This regal deity is known as the Zenith dragon on another plane of existence.	
	WEAPONS	Swords, Axes, Claws, Staves
	TRAITS	Psycho
	RESISTANCES	Healed by Zap, Cold Breathproof, Whackproof
	SKILLS	97 Cleric
	FOUND AT	--
	SYNTHESIZED BY	Mechan-o'-wurm x Drakulard

125	ANCHORMAN	
	RANK	
	STRENGTH	64
	Rusty anchors left unattended for long periods can turn rabid when magic is afoot.	
	WEAPONS	Swords, Hammers, Claws, Staves
	TRAITS	None
	RESISTANCES	Inactionproof
	SKILLS	110 Materialist
	FOUND AT	--
	SYNTHESIZED BY	Dingaling x Demon Family

12	ANGEL SLIME	
	RANK	
	STRENGTH	81
	Slimes who live virtuous lives are reincarnated in this saintly form.	
	WEAPONS	Spears, Whips, Claws, Staves
	TRAITS	Artful Dodger, Zapmeister
	RESISTANCES	Healed by Zap, Vulnerable to Zam, Whackproof
	SKILLS	59 Healer
	FOUND AT	Palaish Isle (Night)
	SYNTHESIZED BY	Metal Slime x Knight x Spinri...



ATLAS

162 ARCHDEMON	32 ARGON LIZARD	109 ATLAS	115 BAG O' LAUGHS
 RANK FEDCBAS	 RANK FEDCBAS	 RANK FEDCBAS	 RANK FEDCBAS
STRENGTH 132	STRENGTH 24	STRENGTH 167	STRENGTH 5
High-level demons whose expertise in explosive magic makes them feared by all.	These lizards intimidate their enemies by unfurling their imposing neck frills.	Once opposed a certain trio of warriors while in the service of Hargon.	These barbarous bags may be smiling, but they're a sackful of trouble.
WEAPONS Swords, Spears, Claws, Staves	WEAPONS Axes, Hammers, Claws, Staves	WEAPONS Axes, Hammers, Claws, Staves	WEAPONS Swords, Hammers, Claws, Staves
TRAITS Bangmeister	TRAITS Escape Artist	TRAITS Critical Massacre	TRAITS None
RESISTANCES Bangproof, Whackproof	RESISTANCES Poisonproof, Paralysisproof	RESISTANCES Whackproof	RESISTANCES None
SKILLS Frizz & Bang II	SKILLS 77 Toxifier	SKILLS 105 Diabolist	SKILLS 78 Fear-monger
FOUND AT --	FOUND AT Fert Isle (Day), Dragon Island	FOUND AT --	FOUND AT Xeroph Isle (Ruins)
SYNTHESIZED BY Dessert Demon x Megalodon, Natso Macho, or Moosifer, Headhunter x Dark Slime Knight	SYNTHESIZED BY Komodo x Satyr	SYNTHESIZED BY Gigantes x Moosifer, Gigantes x Boss Troll, Gigantes x Garuda	SYNTHESIZED BY Platypunk x Firespirit
13 BEETLEBOY	80 BEETLEBULLY	13 BEHEMOTH SLIME	167 BELIAL
 RANK FEDCBAS	 RANK FEDCBAS	 RANK FEDCBAS	 RANK FEDCBAS
STRENGTH 119	STRENGTH 166	STRENGTH 82	STRENGTH 160
A natural speedster, this beetle excels in body slams.	Their huge horns are heralded as the horror of the insect world.	These slimes have undergone a transformation brought about by contact with dark matter.	Demonic creatures who excel at both physical and magical combat.
WEAPONS Spears, Axes, Hammers, Staves	WEAPONS Spears, Axes, Hammers, Staves	WEAPONS Spears, Axes, Claws, Staves	WEAPONS Swords, Spears, Axes, Staves
TRAITS Psycho	TRAITS Psycho	TRAITS Psycho, Desperado	TRAITS Double Trouble, Bangmeister
RESISTANCES Vulnerable to Frizz, Sleepproof	RESISTANCES Vulnerable to Frizz, Dazzleproof	RESISTANCES Whackproof	RESISTANCES Bangproof, Whackproof, Vulnerable to Fizzle
SKILLS 109 Hive Mind	SKILLS 84 Bounty Hunter	SKILLS 28 Woosh & Zap	SKILLS 23 Bang & Zam II
FOUND AT Fert Isle (Day)	FOUND AT --	FOUND AT Slime Island	FOUND AT --
SYNTHESIZED BY Scissor Beetle x Notso Macho	SYNTHESIZED BY Beetleboy x Metal King Slime	SYNTHESIZED BY None	SYNTHESIZED BY Archdemon x Gold Golem, Great Dragon, Atlas, or Dessert Demon

14	BESHEMOTH SLIME	
RANK		
STRENGTH	84	
She-slimes exposed to dark matter become even more carnivorous!		
WEAPONS	Spears, Axes, Claws, Staves	
TRAITS	Frizzmeister, Desperado	
RESISTANCES	Frizzproof	
SKILLS	10 Frizz & Zam	
FOUND AT	--	
SYNTHESIZED BY	She-slime x Behemoth Slime	

52	BLACK DRAGON	
RANK		
STRENGTH	165	
Some believe these dragons were turned black by the blistering heat of their own breath.		
WEAPONS	Swords, Axes, Claws, Staves	
TRAITS	Zammeister	
RESISTANCES	Zammproof, Whackproof	
SKILLS	69 Antimagic	
FOUND AT	--	
SYNTHESIZED BY	Great Dragon x Bone Baron	

97	BODKIN ARCHER	
RANK		
STRENGTH	86	
Denizens of the forest who live in trees, targeting those who pass beneath the canopy.		
WEAPONS	Spears, Hammers, Whips, Staves	
TRAITS	None	
RESISTANCES	Fizzleproof	
SKILLS	66 Fortifier	
FOUND AT	Fert Isle (Day)	
SYNTHESIZED BY	Weartiger x Flyguy	

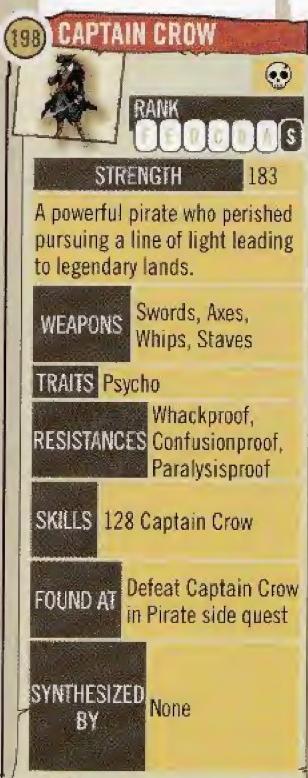
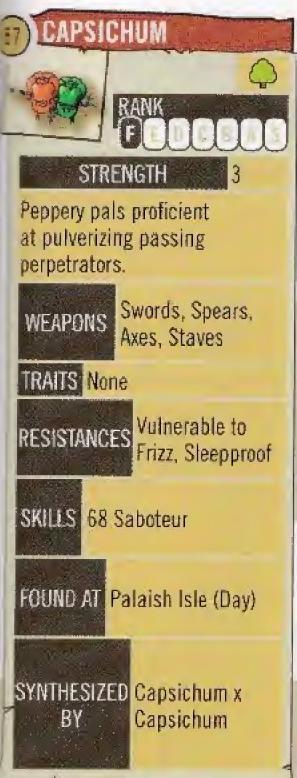
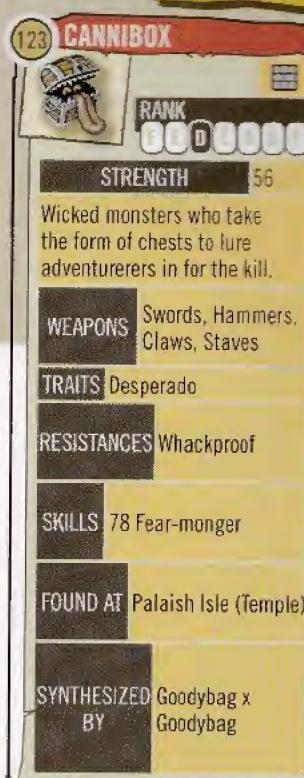
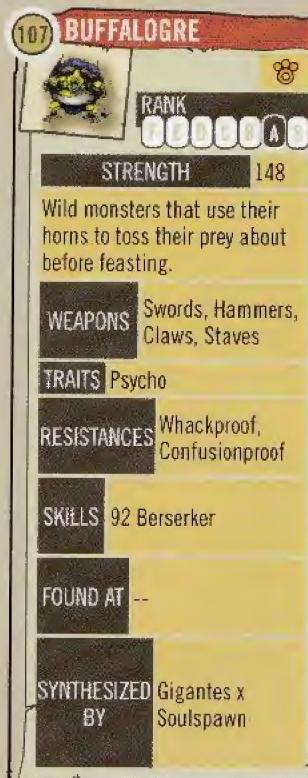
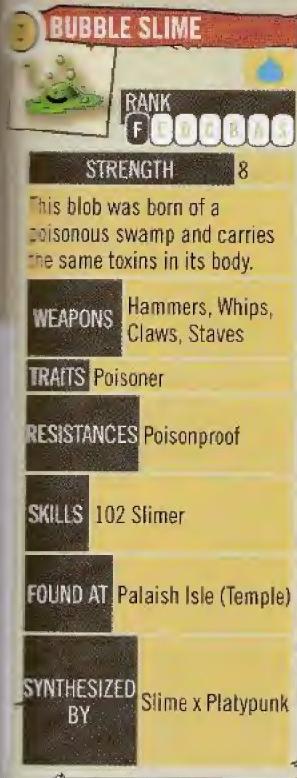
136	BOE	
RANK		
STRENGTH	155	
There is a nasty rumour going around that he is Jum's twin brother.		
WEAPONS	Swords, Spears, Hammers, Staves	
TRAITS	None	
RESISTANCES	Confusionproof	
SKILLS	66 Fortifier	
FOUND AT	--	
SYNTHESIZED BY	Mum, Boh, or Jum x Nature Family	

138	BOH	
RANK		
STRENGTH	159	
Curls its arms and legs up into a ball to sleep at night—how cute!		
WEAPONS	Swords, Spears, Hammers, Staves	
TRAITS	None	
RESISTANCES	Fizzleproof	
SKILLS	59 Healer	
FOUND AT	--	
SYNTHESIZED BY	Mum, Joe, or Boe x Beast Family	

135	BONE BARON	
RANK		
STRENGTH	161	
These sadistic aristocrats continue to oppress the masses even in death.		
WEAPONS	Swords, Spears, Hammers, Staves	
TRAITS	Counterstriker	
RESISTANCES	Vulnerable to Zap, Whackproof, Inactionproof	
SKILLS	105 Diabolist	
FOUND AT	--	
SYNTHESIZED BY	Dark Slime Knight x Grim Rider, Mohawker x Grim Rider	

153	BOSS TROLL	
RANK		
STRENGTH	137	
These bloodthirsty fiends pound their enemies into the ground, and the ground into dust.		
WEAPONS	Spears, Hammers, Claws, Staves	
TRAITS	Critical Massacre	
RESISTANCES	Whackproof, Dazzleproof, Sleepproof	
SKILLS	71 Anti-dragon	
FOUND AT	Fert Isle in treehole	
SYNTHESIZED BY	Gigantes x Buffalogre	

96	BROWNIE	
RANK		
STRENGTH	77	
Though typically mild-mannered, these monsters swing their hammers when angered.		
WEAPONS	Spears, Axes, Hammers, Staves	
TRAITS	Psycho	
RESISTANCES	Drain Magicproof	
SKILLS	84 Bounty Hunter	
FOUND AT	--	
SYNTHESIZED BY	Hammerhood x Nature Family	



102	COCKATEER	RANK	E D E B A S S
STRENGTH	121		
COCKATEER	Cocky fighters who are fearless in combat.		
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	Fly Swatter		
RESISTANCES	Sleepproof		
SKILLS	107 Bird Brain		
FOUND AT	Infern Isle (Outside Tartarus)		
SYNTHESIZED BY	Notso Macho x Skeleton Soldier		

60	CRABID	RANK	E F D D B A S
STRENGTH	18		
CRABID	This hard-shelled crustacean boasts a nifty little sidestepping.		
WEAPONS	Swords, Axes, Claws, Staves		
TRAITS	None		
RESISTANCES	Vulnerable to Frizz		
SKILLS	63 Defender		
FOUND AT	Xeroph Isle (Night)		
SYNTHESIZED BY	Scorpion x Lips		

17	CURESLIME	RANK	E D C D B A S
STRENGTH	104		
CURESLIME	These medical specialists are more adept than their healslime cousins.		
WEAPONS	Spears, Whips, Claws, Staves		
TRAITS	Health Professional		
RESISTANCES	Whackproof, Fizzproof		
SKILLS	59 Healer		
FOUND AT	--		
SYNTHESIZED BY	Healslime x Behemoth Slime		

153	DANCING DEVIL	RANK	E D C D B A S
STRENGTH	62		
DANCING DEVIL	The dancing moves of these devils cannot be matched by any other monster.		
WEAPONS	Swords, Spears, Claws, Staves		
TRAITS	None		
RESISTANCES	Drain Magicproof, Fizzproof		
SKILLS	89 Dancer		
FOUND AT	North Celeste Isle (Day)		
SYNTHESIZED BY	Frogface x Chainine		

117	DANCING FLAME	RANK	E F D D B A S S
STRENGTH	20		
DANCING FLAME	These fiery creatures are actually passionate lovers as well as fighters.		
WEAPONS	Swords, Hammers, Whips, Staves		
TRAITS	Frizzmeister		
RESISTANCES	Healed by Frizz, Vulnerable to Crack, Healed by Fire Breath		
SKILLS	53 Fire Fighter		
FOUND AT	Xeroph Isle (Day)		
SYNTHESIZED BY	Bag o' Laughs x Firespirit		

19	DARK SLIME	RANK	E D D D B A S S
STRENGTH	117		
DARK SLIME	Similar to drackies, these sinister slimes enjoy slurping on the blood of humans.		
WEAPONS	Spears, Whips, Claws, Staves		
TRAITS	Artful Dodger, Zammeister		
RESISTANCES	Vulnerable to Zap, Healed by Zam		
SKILLS	87 Muspell		
FOUND AT	--		
SYNTHESIZED BY	Wrecktor x Slime Family, Mum x Phantom Swordsman		

20	DARK SLIME KNIGHT	RANK	E D D D B A S S
STRENGTH	125		
DARK SLIME KNIGHT	These slimes have been tainted by the villainous knights who ride them.		
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	Psycho, Zammeister		
RESISTANCES	Zammproof		
SKILLS	58 Dark Knight		
FOUND AT	Infern Isle (Night)		
SYNTHESIZED BY	Dark Slime x Slime Knight		

25	DARKONIUM SLIME	RANK	E D D D B A S S
STRENGTH	177		
DARKONIUM SLIME	Although made of darkonium they won't get a scout into the finals of the challenge.		
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	Metal Body, Escape Artist		
RESISTANCES	Practically Invincible		
SKILLS	41 Fire II		
FOUND AT	--		
SYNTHESIZED BY	Beshemoth Slime x Beshemoth Slime x King Cure Slime x Metal King Slime		

DEMON-AT-ARMS	
	RANK
STRENGTH	153
Elite soldiers of darkness who have mastered numerous weapons.	
WEAPONS	Swords, Spears, Axes, Staves
TRAITS	Double Trouble
RESISTANCES	Whackproof, Vulnerable to Sag
SKILLS	38 Crack & Zam II
FOUND AT	--
SYNTHESIZED BY	Jamirus x Living Statue, Jamirus x Dingaling, Roseguardin x Demon Family

DEMONRIDER	
	RANK
STRENGTH	44
Speedy savages whose sport is spiting slothful stragglers.	
WEAPONS	Swords, Axes, Hammers, Staves
TRAITS	Counterstriker
RESISTANCES	Vulnerable to Zap, Fizzleproof
SKILLS	80 Diminisher
FOUND AT	Xeroph Isle (Night)
SYNTHESIZED BY	Skelegon x Skeleton

DESSERT DEMON	
	RANK
STRENGTH	61
These demons give cutlery a bad name.	
WEAPONS	Swords, Spears, Axes, Staves
TRAITS	None
RESISTANCES	Dazzleproof
SKILLS	73 Bolsterer
FOUND AT	Xeroph Isle (Ruins)
SYNTHESIZED BY	Imp x Dancing Devil

DHOULMAGUS	
	RANK
STRENGTH	185
The final form of a jester who yearned for the forbidden power of a scepter.	
WEAPONS	Spears, Hammers, Whips, Staves
TRAITS	Psycho
RESISTANCES	Whackproof, Wooshproof
SKILLS	122 Dhoulmagus
FOUND AT	--
SYNTHESIZED BY	Alabast Dragon x Psaro, Dragovian Lord x Psaro

DIEMON	
	RANK
STRENGTH	103
Masked marauders who hide their faces out of courtesy to beautiful monsters.	
WEAPONS	Spears, Hammers, Claws, Staves
TRAITS	Wooshmeister
RESISTANCES	Confusionproof
SKILLS	55 Wind Blower
FOUND AT	--
SYNTHESIZED BY	Winky x4

DINGALING	
	RANK
STRENGTH	97
Play around with one of these and you're sure to get into trouble.	
WEAPONS	Swords, Spears, Claws, Staves
TRAITS	None
RESISTANCES	Confusionproof
SKILLS	110 Materialist
FOUND AT	Fert Isle (Night)
SYNTHESIZED BY	Firespirit x Mud Mannequin

DON MOLE	
	RANK
STRENGTH	173
An amateur musician whose enthusiasm far, far, FAR exceeds his musical talent.	
WEAPONS	Swords, Hammers, Claws, Staves
TRAITS	Psycho
RESISTANCES	Inactionproof
SKILLS	100 All-Rounder
FOUND AT	--
SYNTHESIZED BY	Mischiefous Mole (x2) x Night Clubber (x2)

DR SNAPPED	
	RANK
STRENGTH	198
He never did get along well with the other children in school.	
WEAPONS	Swords, Hammers, Claws, Staves
TRAITS	Double Trouble, Psycho
RESISTANCES	Vulnerable to Zap, Healed by Zam, Whackproof
SKILLS	141 Dr Snapped
FOUND AT	--
SYNTHESIZED BY	Raphthorne 2 x Orogemir x Captain Crow x Darkonium Slime

145	DRACKY		RANK F	
STRENGTH	6			
WEAPONS	Swords, Spears, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Fizzleproof			
SKILLS	58 Dark Knight			
FOUND AT	Infant Isle (Night), Treasure Island, Dracky Island			
SYNTHESIZED BY	Bag o' Laughs x Bubble Slime			

55	DRAGONLORD		RANK B	
STRENGTH	186			
This monarch spoken of in ancient lore was once bested by the legendary dragon warrior.				
WEAPONS	Spears, Axes, Claws, Staves			
TRAITS	Psycho			
RESISTANCES	Cold Breathproof, Whackproof			
SKILLS	119 Dragonlord			
FOUND AT	--			
SYNTHESIZED BY	Alabast Dragon x Gem Slime x Alabast Dragon x Captain Crow			

15	DRAGON SLIME		RANK E	
STRENGTH	90			
Although they resemble drackies, they are actually allergic to blood!				
WEAPONS	Spears, Hammers, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Fire Breathproof, Ice Breathproof			
SKILLS	106 Dragon Lore			
FOUND AT	--			
SYNTHESIZED BY	Drake Slime x Red Dragon, Slime x Walking Corpse			

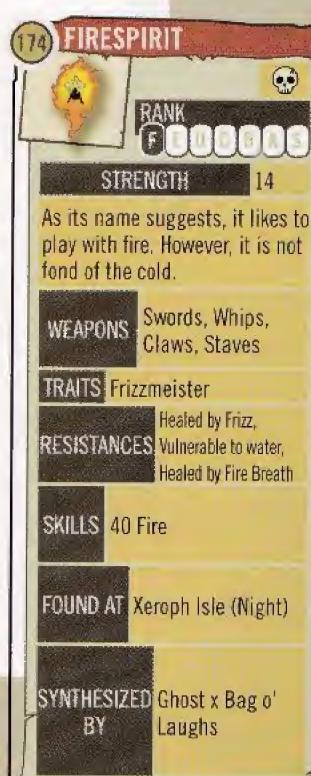
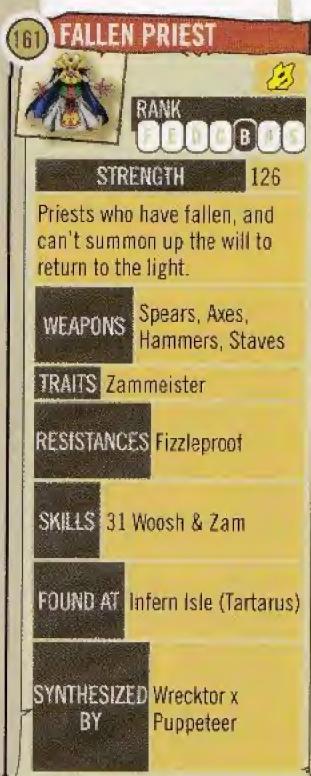
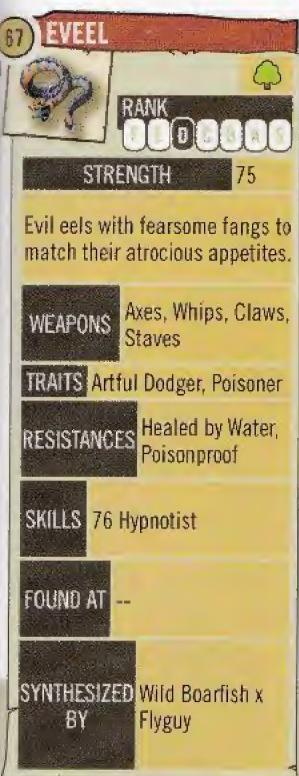
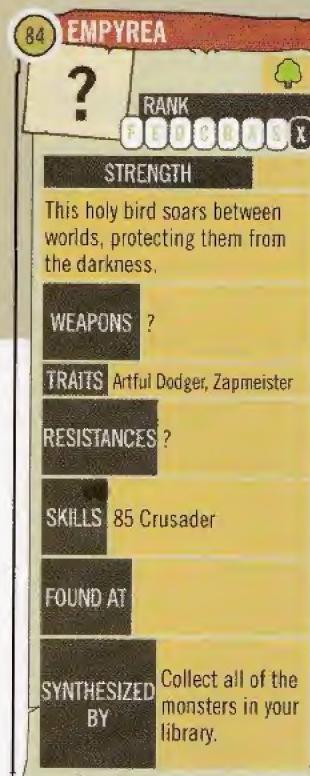
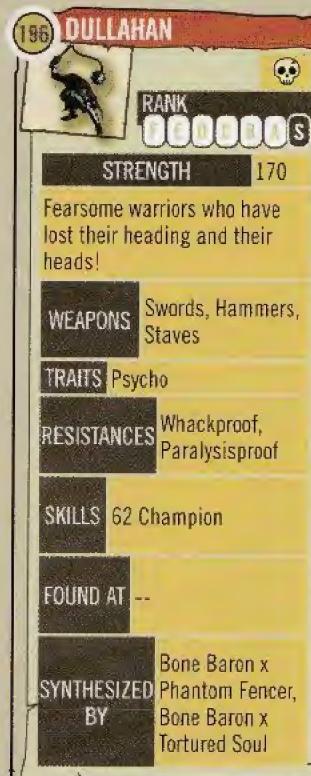
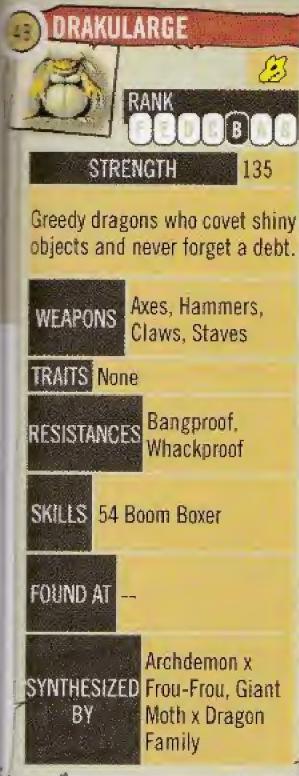
31	DRAGONTHORN		RANK F	
STRENGTH	16			
These creatures are born when bunches of vines gain sentience and take the form of dragons				
WEAPONS	Hammers, Whips, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Vulnerable to Frizz, Fizzleproof			
SKILLS	77 Toxifier			
FOUND AT	Palaish Isle (Day)			
SYNTHESIZED BY	Frou-fry x Capsichum			

56	DRAGOVIAN LORD		RANK ?	
STRENGTH	199			
The Lord of the Dragovians, having discarded his human form.				
WEAPONS	Swords, Axes, Claws, Staves			
TRAITS	Critical Massacre, Desperado			
RESISTANCES	Fire Breathproof, Cold Breathproof, Whackproof			
SKILLS	120 Dragovian Lord			
FOUND AT	--			
SYNTHESIZED BY	Raphthorne 2 x Dragon Lord			

38	DRAGURN		RANK B	
STRENGTH	66			
These practical fellows store food in their urns in case they get peckish during battle.				
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	None			
RESISTANCES	Fizzleproof			
SKILLS	40 Fire			
FOUND AT	Return to Infern Isle			
SYNTHESIZED BY	Jargon x Great Sabrecub			

6	DRAKE SLIME		RANK E	
STRENGTH	38			
These slimes count dragons amongst their relatives.				
WEAPONS	Spears, Axes, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Fire Breathproof, Ice Breathproof			
SKILLS	102 Slimer			
FOUND AT	--			
SYNTHESIZED BY	Slime x Dragon Family			

53	DRAKULARD		RANK F	
STRENGTH	171			
The gigantic arms of this burly dragon are registered as lethal weapons.				
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	None			
RESISTANCES	Zaproof, Whackproof			
SKILLS	91 Toughie			
FOUND AT	--			
SYNTHESIZED BY	Drakularge x Atlas			



182	FLYGUY		RANK 	
STRENGTH	72			
The buzz of their flapping wings is enough to unnerve anybody.				
WEAPONS	Swords, Spears, Hammers, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Vulnerable to Frizz, Sleepproof			
SKILLS	75 Seal			
FOUND AT	Infern Isle			
SYNTHESIZED BY	Funghoul x Hell Hornet			

151	FROGFACE		RANK 	
STRENGTH	51			
Two faces can be better than one, providing they can both breathe underwater.				
WEAPONS	Spears, Whips, Claws, Stave			
TRAITS	None			
RESISTANCES	Vulnerable to Frizz, Dazzleproof			
SKILLS	59 Healer			
FOUND AT	Fert Isle (Day)			
SYNTHESIZED BY	Lump Wizard x Khalamari Kid			

118	FROSTBURN		RANK 	
STRENGTH	26			
This monster's chilling exterior masks a rather cool and laid-back interior.				
WEAPONS	Swords, Hammers, Whips, Staves			
TRAITS	Crackmeister			
RESISTANCES	Vulnerable to Frizz, Healed by Crack, Healed by Ice Breath			
SKILLS	56 Icemeister			
FOUND AT	Xeroph Isle (Night)			
SYNTHESIZED BY	Dancing Flame x Silvapithecus			

48	FROU-FROU		RANK 	
STRENGTH	130			
Experts at hurling their titanic bulk at enemies to devastating effect.				
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	None			
RESISTANCES	Fire Breathproof, Whackproof, Dazzleproof			
SKILLS	96 Cold Sleep			
FOUND AT	Dragon Island			
SYNTHESIZED BY	Argon Lizard x Argon Lizard x Argon Lizard x Great Argon Lizard			

30	FROU-FRY		RANK 	
STRENGTH	9			
These creatures use their saw-like teeth to shred the bellies of their prey. Ouch!				
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	None			
RESISTANCES	Paralysisproof			
SKILLS	56 Icemeister			
FOUND AT	Dragon Island			
SYNTHESIZED BY	Komodo x Dracky			

176	FUNGHOUL		RANK 	
STRENGTH	30			
Pestilent creatures that spawn in moist, dark places.				
WEAPONS	Swords, Whips, Claws, Staves			
TRAITS	None			
RESISTANCES	Vulnerable to Frizz, Poisonproof			
SKILLS	Graveheart			
FOUND AT	Xeroph Isle (Day)			
SYNTHESIZED BY	Stump Chump x Lips			

98	GARGOYLE		RANK 	
STRENGTH	93			
Winged warriors that track their targets from above before swooping in for the kill.				
WEAPONS	Swords, Hammer, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Inactionproof			
SKILLS	107 Bird Brain			
FOUND AT	North Celeste Isle (Day)			
SYNTHESIZED BY	Lesser Demon x Orc			

79	GARUDA		RANK 	
STRENGTH	158			
Gigantic birds of regal appearance feared throughout the skies.				
WEAPONS	Spears, Axes, Whips, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Fizzleproof			
SKILLS	7 Frizz & Zap			
FOUND AT	--			
SYNTHESIZED BY	Hades Condor x Jamirus			

27	GEM SLIME		RANK	F	E	D	C	B	A	S
STRENGTH	191									
These multi-faceted slimes are strong against any manner of attack.										
WEAPONS	Spears, Axes, Claws, Staves									
TRAITS	Metal Body, Escape Artist									
RESISTANCES	Practically Invincible									
SKILLS	19 Bang & Zap									
FOUND AT	--									
SYNTHESIZED BY	Grandpa slime x Grandpa slime x Gold Golem x Gold Golem									

173	GOHOST		RANK	F	E	D	C	B	A	S
STRENGTH	7									
Small specters that delight in making young children cry.										
WEAPONS	Swords, Whips, Claws, Staves									
TRAITS	Artful Dodger									
RESISTANCES	Whackproof									
SKILLS	104 Graveheart									
FOUND AT	Infant Isle (Night)									
SYNTHESIZED BY	Slime x Lips									

74	GIANT MOTH		RANK	F	E	D	C	B	A	S
STRENGTH	128									
Its penchant for spraying clouds of poisonous dust makes it a dangerous adversary.										
WEAPONS	Spears, Axes, Hammers, Staves									
TRAITS	Artful Dodger, Poisoner									
RESISTANCES	Vulnerable to Frizz, Poisonproof, Paralysisproof									
SKILLS	77 Toxicifer									
FOUND AT	Fert Isle (Night)									
SYNTHESIZED BY	Beetleboy x Octavian Sentry									

104	GIGANTES		RANK	F	E	D	C	B	A	S
STRENGTH	138									
These giants carry clubs carved from the trunks of even more gigantic trees.										
WEAPONS	Axes, Hammers, Claws, Staves									
TRAITS	Last Word									
RESISTANCES	Whackproof									
SKILLS	72 Anti-metal									
FOUND AT	Infant Isle (Day)									
SYNTHESIZED BY	Silvapithecus x Drakularge									

126	GOLD GOLEM		RANK	F	E	D	C	B	A	S
STRENGTH	70									
Glittery golems who have the Midas touch—and an explosive punch.										
WEAPONS	Swords, Axes, Hammers, Staves									
TRAITS	Psycho									
RESISTANCES	Whackproof, Vulnerable to Sleep									
SKILLS	51 Iclosion Slashes									
FOUND AT	Palaish Isle (Temple)									
SYNTHESIZED BY	--									

134	GOLEM		RANK	F	E	D	C	B	A	S
STRENGTH	139									
Hardened goiliaths possessing extraordinary power which they use to crush foes.										
WEAPONS	Swords, Hammers, Claws, Staves									
TRAITS	Psycho									
RESISTANCES	Whackproof, Vulnerable to Sleep									
SKILLS	110 Materialist									
FOUND AT	--									
SYNTHESIZED BY	Rockbomb x Giganti									

120	GOODYBAG		RANK	F	E	D	C	B	A	S
STRENGTH	35									
Decadent monsters whose love for worldly possessions keeps a smile on their faces.										
WEAPONS	Swords, Hammers, Claws, Staves									
TRAITS	None									
RESISTANCES	Fizzleproof									
SKILLS	67 Enfeebler									
FOUND AT	Palaish Isle (Day)									
SYNTHESIZED BY	See Urchin x Bag o' Laughs									

75	GORERILLA		RANK	F	E	D	C	B	A	S
STRENGTH	136									
Primates who use their tremendous brute strength to swing a mighty club.										
WEAPONS	Axes, Hammers, Claws, Staves									
TRAITS	Critical Massacre									
RESISTANCES	Dazzleproof									
SKILLS	83 Huntsman									
FOUND AT	Fert Isle (Day)									
SYNTHESIZED BY	Jamirus x Stark Raven									

165	GRACOS	RANK	FEED COAS
STRENGTH	149		
The legendary king rules over all the monsters of the sea.			
WEAPONS	Swords, Spears, Axes, Staves		
TRAITS	None		
RESISTANCES	Healed by Water, Fizzleproof		
SKILLS	34 Crack & Zap		
FOUND AT	--		
SYNTHESIZED BY	Merman x Archdemon, Octavian Sentry x Archdemon		

26	GRANDPA SLIME	RANK	FEED COAS
STRENGTH	184		
These sagely slimes are privy to arcane knowledge, and even the secret of the ooze.			
WEAPONS	Swords, Spears, Claws, Staves		
TRAITS	Psycho, Magic Regenerator		
RESISTANCES	Whackproof		
SKILLS	19 Bang & Zap		
FOUND AT	Collect 200 monsters in your library.		
SYNTHESIZED BY	King Slime x Metal King Slime x King Bubble Slime x Metal Kaiser		

45	GREAT ARGON LIZARD	RANK	FEED COAS
STRENGTH	114		
As argon lizards grow older, their bellies grow bolder.			
WEAPONS	Axes, Hammers, Claws, Staves		
TRAITS	None		
RESISTANCES	Fire Breathproof, Dazzleproof		
SKILLS	46 Breath		
FOUND AT	Fert Isle (Day), Dragon Island		
SYNTHESIZED BY	Argon lizard x4		

157	GREAT DRACKY	RANK	FEED COAS
STRENGTH	95		
Gigantic drackies who move much more slowly than their smaller counterparts.			
WEAPONS	Swords, Spears, Claws, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Bangproof, Healed by Zam		
SKILLS	16 Bang & Crack		
FOUND AT	Dracky Island		
SYNTHESIZED BY	None		

50	GREAT DRAGON	RANK	FEED COAS
STRENGTH	146		
The golden scales of this mighty dragon shield it from both frost and flame.			
WEAPONS	Axes, Hammers, Claws, Staves		
TRAITS	None		
RESISTANCES	Fire Breathproof, Ice Breathproof, Whackproof		
SKILLS	43 Ice		
FOUND AT	--		
SYNTHESIZED BY	Drakularge x Jamirus, A-Rank x Dragon Family		

70	GREAT SABRECAT	RANK	FEED COAS
STRENGTH	96		
Deadly predators who use their amazing speed to shred their victims with lethal claws.			
WEAPONS	Axes, Hammers, Claws, Staves		
TRAITS	Psycho, Early Bird		
RESISTANCES	Decelerateproof		
SKILLS	65 Naturalist		
FOUND AT	South Celeste Isle (Day)		
SYNTHESIZED BY	Great sabrecub x4		

65	GREAT SABRECUB	RANK	FEED COAS
STRENGTH	55		
Though still young cubs, their razor-sharp claws are already vicious weapons.			
WEAPONS	Swords, Axes, Claws, Staves		
TRAITS	Psycho		
RESISTANCES	Decelerateproof		
SKILLS	103 Naturalist		
FOUND AT	South Celeste Isle (Day)		
SYNTHESIZED BY	Jailcat x Imp		

36	GREEN DRAGON	RANK	FEED COAS
STRENGTH	54		
The tough scales of this dragon can only be pierced by exceptional blades.			
WEAPONS	Swords, Axes, Claws, Staves		
TRAITS	None		
RESISTANCES	Fire Breathproof, Ice Breathproof		
SKILLS	106 Dragon Lore		
FOUND AT	Palaish Isle (Temple)		
SYNTHESIZED BY	Imp x Jargon		

189	GRIM RIDER		RANK FEDCBAB	
STRENGTH	120			
Knights who are slain astride their beloved steeds sometimes ride on into undeath.				
WEAPONS	Swords, Spears, Axes, Staves			
TRAITS	Counterstriker			
RESISTANCES	Vulnerable to Zap, Sleepproof			
SKILLS	82 Assassin			
FOUND AT	--			
SYNTHESIZED BY	Demonrider x Restless Armor			

156	GRYPHON		RANK FEDCBAB	
STRENGTH	88			
Mighty beasts kin to both lion and eagle.				
WEAPONS	Swords, Spears, Hammers, Staves			
TRAITS	None			
RESISTANCES	Fizzleproof			
SKILLS	69 Antimagic			
FOUND AT	Celeste Isle (Temple of the Moon)			
SYNTHESIZED BY	Lesser Demon x Bullfinch			

41	HACKSAURUS		RANK FEDCBAB	
STRENGTH	91			
With axe in hand, they are dedicated to chopping everything they find into tiny pieces.				
WEAPONS	Swords, Axes, Claws, Staves			
TRAITS	Critical Massacre			
RESISTANCES	Confusionproof			
SKILLS	106 Dragon Lore			
FOUND AT	Celeste Isle (Temple of the Moon), Fert Isle (Day)			
SYNTHESIZED BY	Dragurn x Gryphon			

69	HADES CONDOR		RANK FEDCBAB	
STRENGTH	92			
Their fearsome appearance hides a surprisingly caring demeanour.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Ice Breathproof			
SKILLS	60 Cure-all			
FOUND AT	Infant Isle (Day), Fert Isle (Day)			
SYNTHESIZED BY	Gryphon x Bullfinch			

88	HAMMERHOOD		RANK FEDCBAB	
STRENGTH	27			
It's not the size of the hammer that counts. It's how you wield it.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Psycho			
RESISTANCES	Dazzleproof			
SKILLS	83 Huntsman			
FOUND AT	Xeroph Isle (Ruins)			
SYNTHESIZED BY	Mischiefous Mole x Satyr			

154	HEADHUNTER		RANK FEDCBAB	
STRENGTH	71			
These hyperactive hooligans often hyperbolise about how many heads they've hunted.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Metal Beater			
RESISTANCES	Whackproof			
SKILLS	92 Berserker			
FOUND AT	North & South Celeste Isle (Day)			
SYNTHESIZED BY	Dancing Devil x Jumping Jackal			

4	HEALSLIME		RANK FEDCBAB	
STRENGTH	23			
These sweet little creatures wave their tentacles about in the most adorable manner.				
WEAPONS	Spears, Whips, Claws, Staves			
TRAITS	Health Professional			
RESISTANCES	Fizzleproof			
SKILLS	59 Healer			
FOUND AT	Xeroph Isle (Day)			
SYNTHESIZED BY	Shell Slime x Winky			

76	HELIGATOR		RANK FEDCBAB	
STRENGTH	142			
These alligators have evolved into flying beasts resistant to fire and ice.				
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Fire Breathproof, Ice Breathproof			
SKILLS	103 Naturalist			
FOUND AT	--			
SYNTHESIZED BY	King Squid x Gracos			

HELL HORNET	
RANK	
STRENGTH	68
These insect assassins are skilled at skewering foes with their striking stingers.	
WEAPONS	Swords, Spears, Axes, Staves
TRAITS	Artful Dodger, Paralyser
	Vulnerable to
RESISTANCES	Frizz, Poisonproof, Paralysisproof
SKILLS	80 Diminisher
FOUND AT	Fert Isle (Day)
SYNTHESIZED BY	Great Sabrecub x Frogface

186	HELLHOUND		
	RANK		
	STRENGTH		102
	Leopold's pack, tainted like him by darkness.		
WEAPONS	Swords, Hammers, Claws, Staves		
TRAITS	Psycho		
RESISTANCES	Vulnerable to Zap, Sagproof		
SKILLS	37 Crack & Zam		
FOUND AT	Fert Isle (Night)		
SYNTHESIZED BY	None		

130	HUNTER MECH
	RANK E E D C B A
	STRENGTH 105
A fearsome, four-legged machine created to hunt metal monsters.	
WEAPONS	Swords, Axes, Hammers, Staves
TRAITS	Metal Beater
RESISTANCES	Whackproof, Poisonproof, Paralysisproof
SKILLS	72 Anti-metal
FOUND AT	South Celeste Isle (Day)
SYNTHESIZED BY	Metal Slime Knight x Lethal Armour

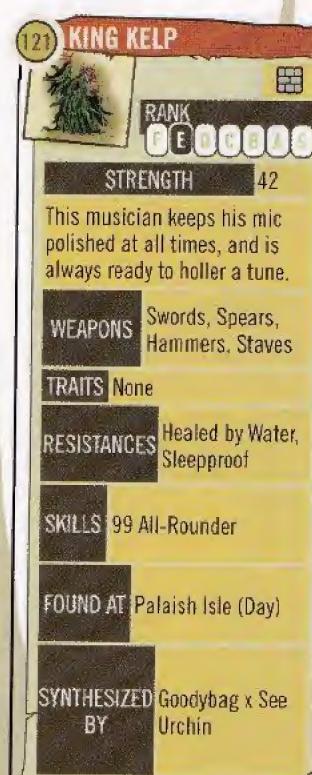
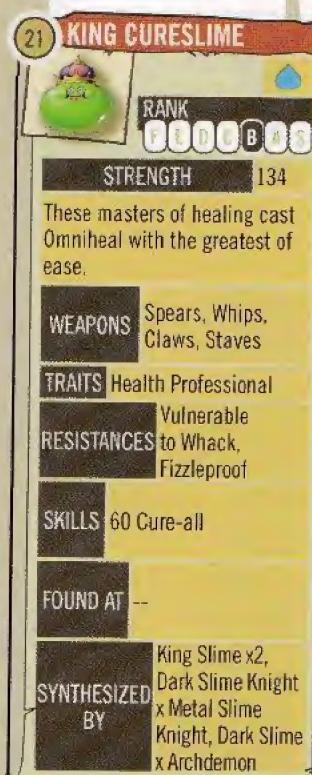
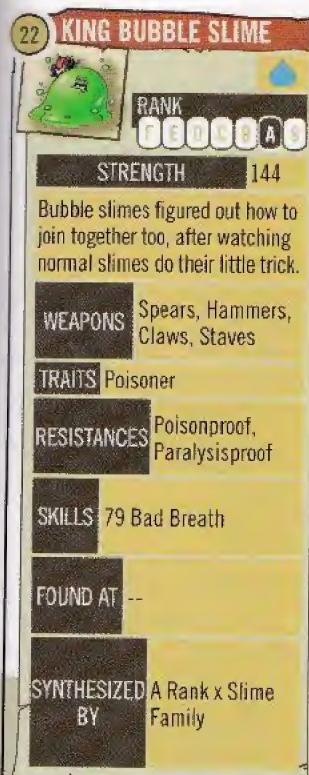
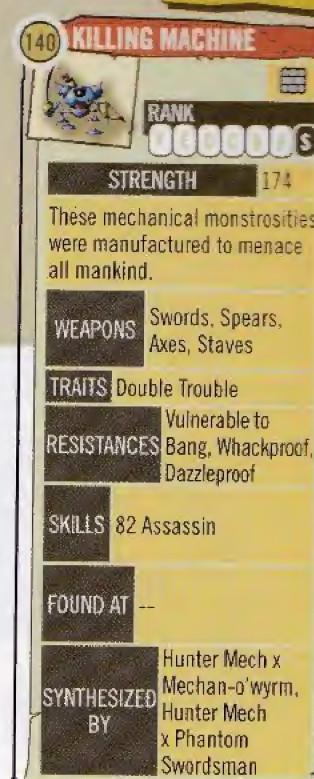
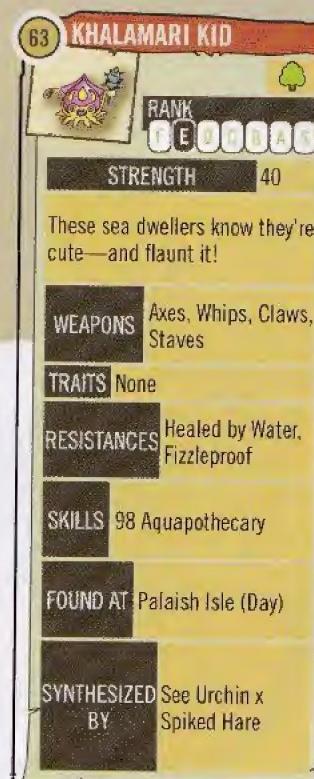
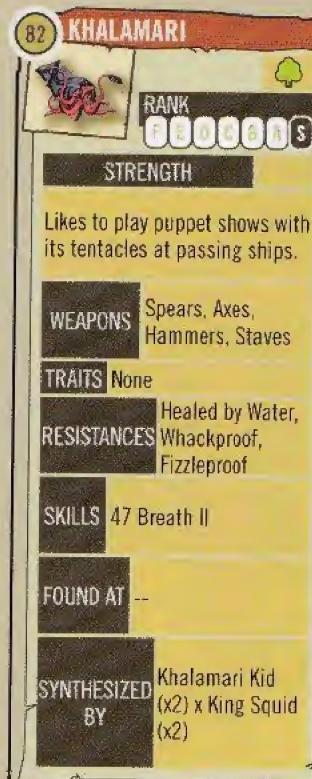
149	IMP
	RANK E
	STRENGTH 36
	Mischiefous fiends who delight in blowing things up.
WEAPONS	Swords, Spears, Hammers, Staves
TRAITS	Bangmeister
RESISTANCES	Fizzleproof
SKILLS	1 Frizz & Bang
FOUND AT	Xeroph Isle (Ruins)
SYNTHESIZED BY	See Urchin x Argon Lizard

	JAILCAT			
	STRENGTH	48		
	These felines are especially fond of their stripes.			
WEAPONS	Axes, Hammers, Claws, Staves			
TRAITS	Crackmeister			
RESISTANCES	Crackproof			
SKILLS	25 Woosh & Crack			
FOUND AT	Palaish Isle (Temple)			
SYNTHESIZED BY	Spiked Hare x Snail Slime			

164	JAMIRUS
	RANK S C O P E D A F
	STRENGTH 140
A mighty fiend whose training has made it twice the threat it once was.	
WEAPONS	Swords, Spears, Hammers, Staves
TRAITS	Double Trouble
RESISTANCES	Whackproof, Fizzleproof, Vulnerable to Inaction
SKILLS	4 Frizz & Woosh
FOUND AT	--
SYNTHESIZED BY	Gigantes x Dracky, King Cure Slime x Demon Family, Golem x Demon Family

	RANK	E
	STRENGTH	47
These dragons keep a special brew in their jars especially for post-battle celebrations.		
WEAPONS Axes, Hammers, Claws, Staves		
TRAITS None		
RESISTANCES Drain Magicproof		
SKILLS 91 Toughie		
FOUND AT Fert Isle (Night), Cell HQ		
SYNTHESIZED BY Snapdragon x Chainine		

132	JUM	RANK F E D G B	122
		STRENGTH	
		WEAPONS	Swords, Spears. Hammers, Staves
		TRAITS	None
		RESISTANCES	Sleepproof
		SKILLS	63 Defender
		FOUND AT	--
		SYNTHESIZED BY	Grim Rider x Puppeteer, Wrecktor x Shadow





MALROTH

81	KING SQUID	RANK	███████
		WEAPONS	Spears, Axes, Whips, Staves
STRENGTH 172			
This killing machine of the sea is armed with long and deadly tentacles.			
TRAITS	Steady Recovery	RESISTANCES	Healed by Water, Fizzleproof
SKILLS	61 Cleanser	FOUND AT	--
SYNTHESIZED BY	Khalamari Kid x Night Clubber, Yabby x Gracos		

29	KOMODO	RANK	██████████
		WEAPONS	Axes, Claws, Staves
STRENGTH 2			
Giant lizards that hunt scouts for sport.			
TRAITS	None	RESISTANCES	Dazzleproof
SKILLS	63 Defender	FOUND AT	Xeroph Isle (Day)
SYNTHESIZED BY	Slime x Capsichum		

83	LEOPOLD	RANK	██████████
		WEAPONS	Spears, Axes, Claws, Staves
STRENGTH 190			
This chaotic canine appears to be empowered — or is it controlled? — by the sceptre.			
TRAITS	Artful Dodger, Zammeister	RESISTANCES	Healed by Zam
SKILLS	121 Leopold	FOUND AT	Collect all of the skills in your library.
SYNTHESIZED BY	None		

155	LESSER DEMON	RANK	██████████
		WEAPONS	Swords, Spears, Claws, Staves
STRENGTH 79			
Wicked demons created in the very heart of darkness to be a plague upon the world.			
TRAITS	None	RESISTANCES	Bangproof
SKILLS	105 Diabolist	FOUND AT	South Celeste Isle (Night & Temple of the Sun)
SYNTHESIZED BY	Dancing Devil x Weartiger		

	160 LETHAL ARMOUR	
	RANK	
STRENGTH 123		
These deadly knights are stained in the blood of their victims.		
WEAPONS	Swords, Spears, Axes, Staves	
TRAITS	Able Ambusher	
RESISTANCES	Confusionproof	
SKILLS	96 Cold Sleep	
FOUND AT	Return to Infern Isle	
SYNTHESIZED BY	Skeleton Soldier x Lesser Demon	

	146 LIPS	
	RANK	
STRENGTH 13		
These slobbery monsters are renowned for their slippery skin.		
WEAPONS	Spears, Hammers, Claws, Staves	
TRAITS	None	
RESISTANCES	Drain magicproof	
SKILLS	76 Hypnotist	
FOUND AT	Infant Isle (Cave)	
SYNTHESIZED BY	Dracky x Wild Bearfish	

	18 LIQUID METAL SLIME	
	RANK	
STRENGTH 107		
Their liquid metal bodies soften even the most powerful impacts.		
WEAPONS	Spears, Whips, Claws, Staves	
TRAITS	Metal Body, Escape Artist	
RESISTANCES	Practically Invincible	
SKILLS	90 Bombardier	
FOUND AT	Infern Isle (Tartarus), Metal Menagerie	
SYNTHESIZED BY	Metal Slime x Metal Slime	

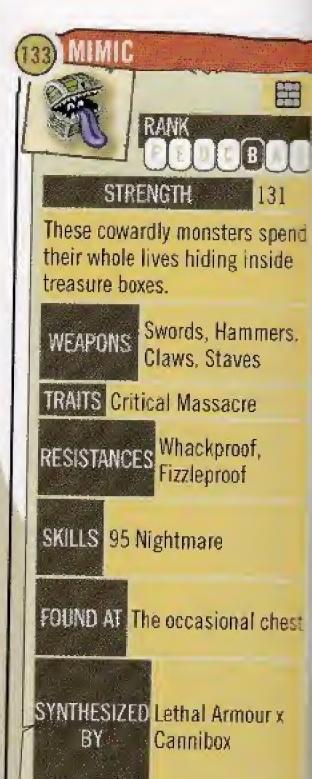
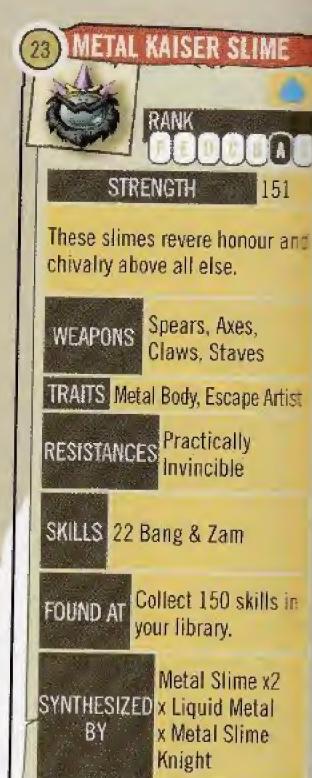
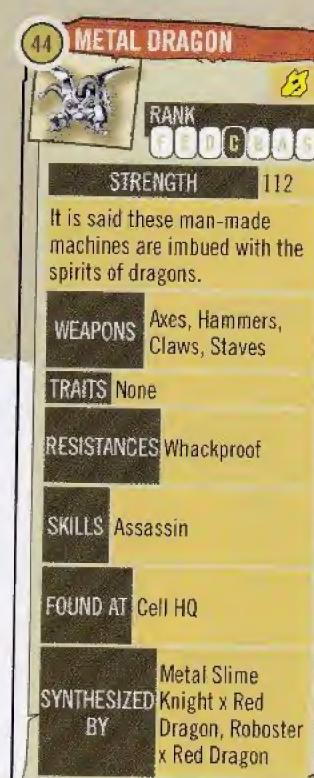
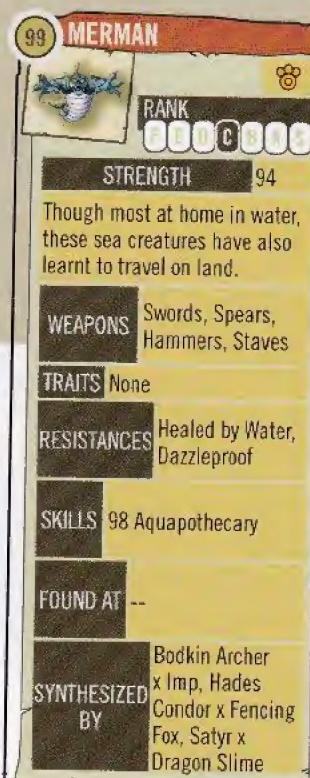
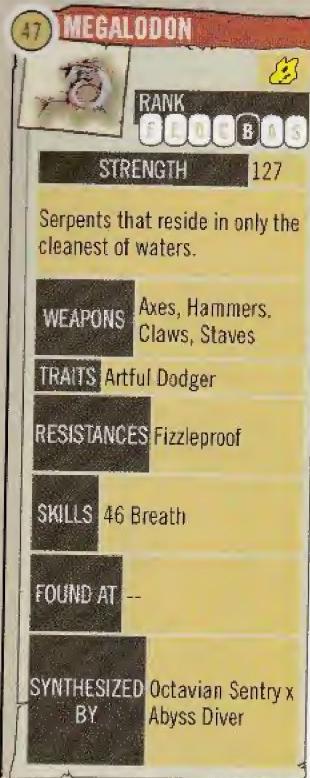
	135 LIVING STATUE	
	RANK	
STRENGTH 150		
Powerful, ancient magic has breathed life into these once immobile titans.		
WEAPONS	Swords, Axes, Hammers, Staves	
TRAITS	Critical Massacre	
RESISTANCES	Whackproof, Sleepproof	
SKILLS	74 Barricade	
FOUND AT	--	
SYNTHESIZED BY	Buffalogre x Golem, Metal Slime Knight x Golem	

	150 LUMP WIZARD	
	RANK	
STRENGTH 43		
The bodies of these wizards are highly resistant to the effects of magic.		
WEAPONS	Swords, Spears, Hammers, Staves	
TRAITS	None	
RESISTANCES	Attack Magicproof (except Magic Burst)	
SKILLS	13 Bang & Woosh	
FOUND AT	Palaish Isle (Temple), Fert Isle (Night)	
SYNTHESIZED BY	Imp x King Kelp	

	170 MALROTH	
	RANK	
STRENGTH 182		
A god of destruction who plans to usher death unto all living beings.		
WEAPONS	Swords, Spears, Claws, Staves	
TRAITS	Artful Dodger, Psycho	
RESISTANCES	Healed by Zam, Whackproof, Confusionproof	
SKILLS	182 Über Wisdom Boost	
FOUND AT	--	
SYNTHESIZED BY	Demon-at-arms x Living Statue, Demon-at-arms x Buffalogre	

	127 MECHA-MYNAH	
	RANK	
STRENGTH 78		
Clockwork birds with an uncanny constitution.		
WEAPONS	Swords, Axes, Claws, Staves	
TRAITS	Artful Dodger	
RESISTANCES	Whackproof, Inactionproof	
SKILLS	107 Bird Brain	
FOUND AT	South Celeste Isle (Day)	
SYNTHESIZED BY	Gold Golem x Fencing Fox	

	51 MECHAN-O'-WYRM	
	RANK	
STRENGTH 162		
Love of gold has turned these miserly machines into their favourite colour.		
WEAPONS	Axes, Hammers, Claws, Staves	
TRAITS	Critical Massacre	
RESISTANCES	Whackproof, Paralysisproof	
SKILLS	74 Barricade	
FOUND AT	--	
SYNTHESIZED BY	Metal Dragon x Great Dragon	



<p>96 MISCHIEVOUS MOLE</p>  <p>RANK </p> <p>STRENGTH Who knows what mischief these moles get up to with their spades...</p> <p>WEAPONS Spears, Axes, Hammers, Staves</p> <p>TRAITS Psycho</p> <p>RESISTANCES Dazzleproof</p> <p>SKILLS 81 Guerrilla</p> <p>FOUND AT Infant Isle (Day)</p> <p>SYNTHESIZED BY Platypunk x Bag o' Laughs</p>	<p>106 MOHAWKER</p>  <p>RANK </p> <p>STRENGTH 145 The intimidating hairdos of these beasts will make your own hair stand on end.</p> <p>WEAPONS Axes, Hammers, Claws, Staves</p> <p>TRAITS None</p> <p>RESISTANCES Whackproof, Sleepproof</p> <p>SKILLS 57 White Knight</p> <p>FOUND AT --</p> <p>SYNTHESIZED BY Buffalogre x Wild Slime, Great Sabrecat, or Bone Baron</p>	<p>105 MOOSIFER</p>  <p>RANK </p> <p>STRENGTH 143 These rugged ruffians are masters of both the martial and mental arts.</p> <p>WEAPONS Swords, Axes, Hammers, Staves</p> <p>TRAITS Psycho</p> <p>RESISTANCES Whackproof</p> <p>SKILLS 25 Woosh & Crack</p> <p>FOUND AT --</p> <p>SYNTHESIZED BY Pan Piper x Buffalogre, Satyr x Buffalogre</p>	<p>172 MORTAMOR</p>  <p>RANK </p> <p>STRENGTH 193 A monstrous king whose ambitions extend even unto the world of dreams.</p> <p>WEAPONS Swords, Spears, Hammers, Staves</p> <p>TRAITS Steady Recovery, Magic Regenerator</p> <p>RESISTANCES Fire Breathproof, Cold Breathproof, Whackproof</p> <p>SKILLS 127 Mortamor</p> <p>FOUND AT --</p> <p>SYNTHESIZED BY Nimzo x Estark</p>
<p>128 MUD MANNEQUIN</p>  <p>RANK </p> <p>STRENGTH 87 Magical puppets brought to life for the sole purpose of dancing.</p> <p>WEAPONS Swords, Hammers, Claws, Staves</p> <p>TRAITS None</p> <p>RESISTANCES Vulnerable to Frizz, Dazzleproof</p> <p>SKILLS 89 Dancer</p> <p>FOUND AT Fert Isle (Night)</p> <p>SYNTHESIZED BY Mecha-mynah x Headhunter</p>	<p>177 MUDDY HAND</p>  <p>RANK </p> <p>STRENGTH 37 The souls of those who died in swamps... Always ready to give fellow monsters a hand!</p> <p>WEAPONS Swords, Hammers, Whips, Staves</p> <p>TRAITS None</p> <p>RESISTANCES Vulnerable to Frizz, Dazzleproof</p> <p>SKILLS 110 Materialist</p> <p>FOUND AT Xeroph Isle (Cave)</p> <p>SYNTHESIZED BY Fungoul x Fencing Fox</p>	<p>137 MUM</p>  <p>RANK </p> <p>STRENGTH 156 Claims to be a natural-born leader and ingenious strategist.</p> <p>WEAPONS Swords, Spears, Whips, Staves</p> <p>TRAITS None</p> <p>RESISTANCES None</p> <p>SKILLS 65 Mage Aid</p> <p>FOUND AT --</p> <p>SYNTHESIZED BY Boe, Boh, or Jum x Material Family</p>	<p>141 MUMBOK-JUMBOE</p>  <p>RANK </p> <p>STRENGTH 181 This creature is walking proof that the whole can be greater than the sum of its parts.</p> <p>WEAPONS Swords, Axes, Hammers, Staves</p> <p>TRAITS Bangmeister</p> <p>RESISTANCES Whackproof, Sleepproof</p> <p>SKILLS 74 Barricade</p> <p>FOUND AT --</p> <p>SYNTHESIZED BY Mum x Boe x Jum x Boh</p>

179	MUMMY BOY	RANK	E F D C B A S	
STRENGTH	45	Malicious mummies who spread pestilence amongst the living.		
WEAPONS	Swords, Spears, Whips, Staves			
TRAITS	None			
RESISTANCES	Crackproof, Vulnerable to Zap, Whackproof			
SKILLS	104 Graveheart			
FOUND AT	Xeroph Isle (Ruins)			
SYNTHESIZED BY	Fungoul x King Kelp			

33	NARDRAGON	RANK	E F D C B A S	
STRENGTH	32	The horn of a nardragon can pierce any armour.		
WEAPONS	Swords, Axes, Claws, Staves			
TRAITS	Psycho			
RESISTANCES	None			
SKILLS	93 Martyr			
FOUND AT	South Celeste Isle (Night)			
SYNTHESIZED BY	Argon Lizard x Crabid			

169	NIGHT CLUBBER	RANK	E F D C B A S	
STRENGTH	175	During the daytime, these beasts practice their clubbing techniques on small animals.		
WEAPONS	Spears, Hammers, Claws, Staves			
TRAITS	Critical Massacre			
RESISTANCES	Whackproof			
SKILLS	93 Martyr			
FOUND AT	--			
SYNTHESIZED BY	Boss Troll x Frou-Frou, Drakularge, or Pazuzu			

94	NIGHT EMPEROR	RANK	E F D C B A S	
STRENGTH	69	Giant bat-like monsters that are most active during the hours of darkness.		
WEAPONS	Spears, Hammers, Claws, Staves			
TRAITS	Artful Dodger			
RESISTANCES	Sleepproof			
SKILLS	79 Bad Breath			
FOUND AT	North Celeste Isle (Night)			
SYNTHESIZED BY	Jumping Jackal x Dracky			

111	NIMZO	RANK	E F D C B A S	
STRENGTH	180	This great ruler is worshipped as a god by many monsters.		
WEAPONS	Spears, Hammers, Claws, Staves			
TRAITS	Double Trouble			
RESISTANCES	Healed by Zam, Whackproof, Vulnerable to Sap			
SKILLS	126 Nimzo			
FOUND AT	--			
SYNTHESIZED BY	Drakulard x Malroth			

101	NOTSO MACHO	RANK	E F D C B A S	
STRENGTH	109	Masters of the blade who laugh in the face of Death. How rude.		
WEAPONS	Swords, Axes, hammers, Staves			
TRAITS	None			
RESISTANCES	Confusionproof			
SKILLS	92 Berserker			
FOUND AT	Celeste Isle (Temple of the Sun)			
SYNTHESIZED BY	Merman x Restless Armour			

158	OCTAVIAN SENTRY	RANK	E F D C B A S	
STRENGTH	98	Powerful warriors of the sea that take pleasure in skewering their enemies.		
WEAPONS	Swords, Spears, Axes, Staves			
TRAITS	None			
RESISTANCES	Healed by Water, Sagproof			
SKILLS	50 Thunderwind Slashes			
FOUND AT	--			
SYNTHESIZED BY	Gryphon x Seasaur			

199	OGRODEMIR	RANK	E F D C B A S	
STRENGTH	194	In ages past, he sought to become a god.		
WEAPONS	Swords, Spears, Claws, Staves			
TRAITS	Double Trouble			
RESISTANCES	Whackproof, Vulnerable to Confuse, Paralysisproof			
SKILLS	87 Muspell			
FOUND AT	--			
SYNTHESIZED BY	Dragovian Lord x Mortamor, Alabast Dragon x Mortamor			

91	DRC		
STRENGTH	49		
Driven from their forest homes, they have turned on humans.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	None		
RESISTANCES	Sleepproof		
SKILLS	64 Speedster		
FOUND AT	--		
SYNTHESIZED BY	Chainine x Chimaera		

92	PAN PIPER		
STRENGTH	57		
Unlike their cousins, these creatures dance for the good of their health.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	None		
RESISTANCES	Sleepproof		
SKILLS	95 Nightmare		
FOUND AT	--		
SYNTHESIZED BY	Satyr x Dingaling		

108	PAZUZU		
STRENGTH	163		
This fiendish creature has dyed its fur a terrifying shade of pink!			
WEAPONS	Swords, Hammers, Claws, Staves		
TRAITS	None		
RESISTANCES	Crackproof, Whackproof		
SKILLS	90 Bombardier		
FOUND AT	--		
SYNTHESIZED BY	Silvapitheci x Jamirus, King Squid, Gigantes, or Golem		

181	PHANTOM FENCER		
STRENGTH	63		
Those felled by the blade often take it up in the afterlife.			
WEAPONS	Swords, Spears, Axes, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Wooshproof, Vulnerable to Zap, Whackproof		
SKILLS	55 Wind Blower		
FOUND AT	Celeste Isle (Temple of the Moon)		
SYNTHESIZED BY	Mummy Boy x Dessert Demon		

187	PHANTOM SWORDSMAN		
STRENGTH	115		
The cloaks of these warriors are actually stained with grape juice.			
WEAPONS	Swords, Spears, Axes, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Vulnerable to Zap, Whackproof, Dazzleproof		
SKILLS	31 Woosh & Zam		
FOUND AT	Infern Isle (Tartarus)		
SYNTHESIZED BY	Skeleton Soldier x Skeleton Soldier		

85	PLATYPUNK		
STRENGTH	4		
Their waggish expression belies their ferocity.			
WEAPONS	Spears, Axes, Hammers, Staves		
TRAITS	None		
RESISTANCES	Fizzleproof		
SKILLS	103 Naturalist		
FOUND AT	Infant Isle (Day)		
SYNTHESIZED BY	Capsichum x Bag o' Laughs		

143	PSARO		
STRENGTH	189		
Harnessing the power of evolution, this mighty demon has become destruction incarnate.			
WEAPONS	Swords, Axes, Hammers, Staves		
TRAITS	Psycho, Desperado		
RESISTANCES	Whackproof		
SKILLS	88 Niflheim		
FOUND AT	--		
SYNTHESIZED BY	Ruin x Roseguardin		

131	PUPPETEER		
STRENGTH	110		
He made the puppets all by himself.			
WEAPONS	Swords, Hammers, Whips, Staves		
TRAITS	None		
RESISTANCES	Sleepproof		
SKILLS	99 All-Rounder		
FOUND AT	--		
SYNTHESIZED BY	Dingaling x Skeleton		

113	RHAPTHORNE	?	RANK	RED DRAGON X
STRENGTH	196			
A mighty god of darkness who comes in a very small package.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Artful Dodger, Zammeister			
RESISTANCES	Healed by Zam, Whackproof			
SKILLS	123 Rhapsorne			
FOUND AT	--			
SYNTHESIZED BY	Dhoulmagus x Nimzo			

114	RHAPTHORNE (2ND FORM)	?	RANK	RED DRAGON X
STRENGTH	197			
A mighty god of darkness who comes in a very large package.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Artful Dodger, Psycho			
RESISTANCES	Healed by Zam			
SKILLS	124 Rhapsorne II			
FOUND AT	--			
SYNTHESIZED BY	Rhapsorne x Zoma			

40	RED DRAGON	?	RANK	RED DRAGON
STRENGTH	83			
Legends say these dragons were born in volcanic furnaces beneath the ground.				
WEAPONS	Swords, Spears, Claws, Staves			
TRAITS	Magic Regenerator			
RESISTANCES	Fire Breathproof, Fizzproof			
SKILLS	75 Seal			
FOUND AT	--			
SYNTHESIZED BY	Green Dragon x Lesser Demon, Green Dragon x Beast Family			

185	RESTLESS ARMOUR	?	RANK	RED DRAGON
STRENGTH	100			
The soul inside the armour searches for something it lost long ago.				
WEAPONS	Swords, Spears, Axes, Staves			
TRAITS	Psycho			
RESISTANCES	Whackproof			
SKILLS	71 Anti-dragon			
FOUND AT	Celeste Isle (Night South + Moon)			
SYNTHESIZED BY	Walking Corpse x Mecha-mynah			

78	RIPTIDE	?	RANK	RED DRAGON
STRENGTH	152			
These lightning-fast warriors of the sea have made an art of surprising unwaried mariners.				
WEAPONS	Spears, Axes, Claws, Staves			
TRAITS	Early Bird			
RESISTANCES	Confusionproof			
SKILLS	49 Firewind Slashes			
FOUND AT	--			
SYNTHESIZED BY	Jumping Jackal x Heligator			

168	ROBBIN' HOOD	?	RANK	RED DRAGON
STRENGTH	169			
An infamous bandit who steals from the rich and gives to no one.				
WEAPONS	Spears, Axes, Hammers, Staves			
TRAITS	Psycho			
RESISTANCES	Whackproof, Inactionproof			
SKILLS	84 Bounty Hunter			
FOUND AT	Win from Chance Encounter. Collect all of the monsters and skills in your library.			
SYNTHESIZED BY				

124	ROCKBOMB	?	RANK	RED DRAGON
STRENGTH	60			
These rugged rocks smile through to the bitter end.				
WEAPONS	Swords, Hammers, Claws, Staves			
TRAITS	None			
RESISTANCES	Whackproof			
SKILLS	93 Martyr			
FOUND AT	--			
SYNTHESIZED BY	Skipper x Spitnik			

194	ROSEGARDIN	?	RANK	RED DRAGON
STRENGTH	157			
This knight has dedicated himself to protecting one special person.				
WEAPONS	Swords, Spears, Axes, Staves			
TRAITS	Double Trouble			
RESISTANCES	Whackproof, Fizzproof, Paralysisproof			
SKILLS	80 Diminisher			
FOUND AT	--			
SYNTHESIZED BY	Lethal Armour x Bone Baron, Lethal Armour x Riptide			

142	RUIN		RANK 
STRENGTH	187		
A malevolent beast born of the remnants of an ancient castle.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	Last Word, Critical Massacre		
RESISTANCES	Whackproof, Confusionproof		
SKILLS	88 Niflheim		
FOUND AT	--		
SYNTHESIZED BY	Gold Golem x Mumbeh-jumboe, Living Statue x Mumbeh-jumboe		

87	SATYR		RANK 
STRENGTH	19		
The sight of one of these beasts dancing all by itself is strangely sorrowful.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	None		
RESISTANCES	Sleepproof		
SKILLS	89 Dancer		
FOUND AT	Domus Isle Sewer (Night)		
SYNTHESIZED BY	Mischiefous Mole x Capsichum		

72	SCISSOR BEATLE		RANK 
STRENGTH	111		
They battle day and night, seeking to ascend to the throne of bug-kind.			
WEAPONS	Swords, Axes, Claws, Staves		
TRAITS	Psycho		
RESISTANCES	Vulnerable to Frizz, Sleepproof		
SKILLS	Hive Mind		
FOUND AT	Fert Isle (Day)		
SYNTHESIZED BY	Yabby x Scorpion		

59	SCORPION		RANK 
STRENGTH	17		
The poisonous tails of these predators can paralyse their prey at a pinch.			
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	Critical Massacre, Paralyser		
RESISTANCES	Vulnerable to Frizz, Poisonproof, Paralysisproof		
SKILLS	109 Hive Mind		
FOUND AT	Xeroph Isle (Day)		
SYNTHESIZED BY	Crabid x Chimaera		

42	SEA DRAGON		RANK 
STRENGTH	101		
It is quite enjoyable to wrap around your enemy and slowly squeeze the life out of it.			
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Bangproof		
SKILLS	43 Ice		
FOUND AT	--		
SYNTHESIZED BY	Eveel x Seasaur		

39	SEASUR		RANK 
STRENGTH	74		
Their powerful jaws confirm their place as rulers of the sea.			
WEAPONS	Spears, Hammers, Claws, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Fizzleproof		
SKILLS	106 Dragon Lore		
FOUND AT	Palaish Isle (Night)		
SYNTHESIZED BY	Green Dragon x Headhunter		

148	SEE URCHIN		RANK 
STRENGTH	29		
Prickly denizens of the sea who see everything, you see.			
WEAPONS	Spears, Hammers, Whips, Staves		
TRAITS	Health Professional		
RESISTANCES	Healed by Water, Fizzleproof		
SKILLS	98 Aquapothecary		
FOUND AT	Palaish Isle (Day)		
SYNTHESIZED BY	Winky x Shell Slime		

116	SHADOW		RANK 
STRENGTH	12		
Who knows what evil lurks in the hearts of men? These monsters do.			
WEAPONS	Swords, Spears, Axes, Staves		
TRAITS	Zammeister		
RESISTANCES	Vulnerable to Zap, Healed by Zam, Whackproof		
SKILLS	94 Reaper		
FOUND AT	Infant Isle (Cave)		
SYNTHESIZED BY	Bag o' Laughs x Dracky		

3	SHELL SLIME		
	RANK	E	
STRENGTH	15		
When surprised or threatened, these timid little fellows take refuge under their sturdy shells.			
WEAPONS	Swords, Spears, Claws, Staves		
TRAITS	None		
RESISTANCES	None		
SKILLS	73 Bolsterer		
FOUND AT	Palaish Isle (Day)		
SYNTHESIZED BY	Slime x Mischievous Mole		

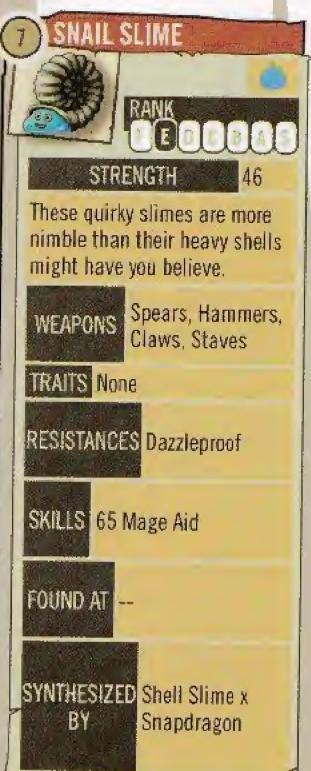
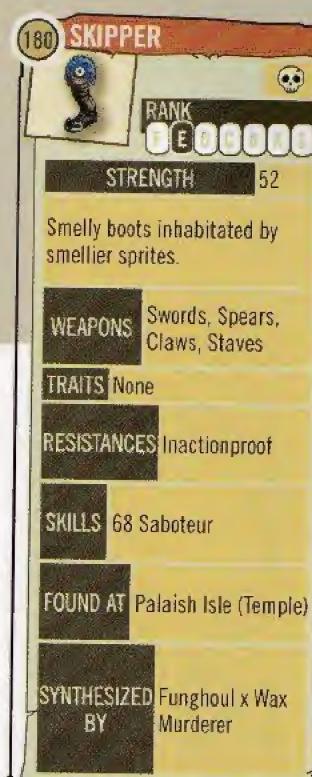
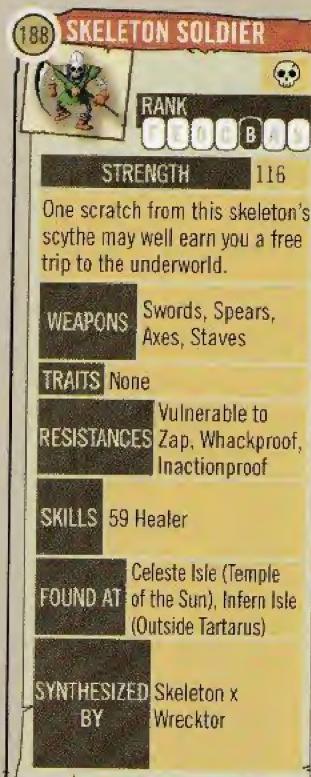
5	SHE-SLIME		
	RANK	E	
STRENGTH	31		
Slimologists have recently discovered that carnivorous slimes turn a reddish shade.			
WEAPONS	Spears, Whips, Claws, Staves		
TRAITS	Frizzmeister		
RESISTANCES	Frizzproof		
SKILLS	7 Frizz & Zap		
FOUND AT	Slime Island		
SYNTHESIZED BY	Firespirit x Healslime		

103	SILVAPITHECUS		
	RANK	B	
STRENGTH	129		
Winged, silver monkeys with a slightly majestic air about them.			
WEAPONS	Swords, Hammers, Claws, Staves		
TRAITS	None		
RESISTANCES	Whackproof		
SKILLS	105 Diabolist		
FOUND AT	Infern Isle (Tartarus)		
SYNTHESIZED BY	Cockateer x Lethal Armour		

37	SKELEGON		
	RANK	D	
STRENGTH	158		
Loath to relinquish life, this creature lives on through its flesh is long gone.			
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	None		
RESISTANCES	Vulnerable to Zap, Whackproof		
SKILLS	37 Crack & Zam		
FOUND AT	Xeroph Isle (Night)		
SYNTHESIZED BY	Hacksaurus x Skipper		



SLIME KNIGHT



62 SPIKED HARE	
	RANK
STRENGTH	33
It's clear from the horn that you won't be brushing this hare aside in a hurry.	
WEAPONS	Spears, Axes, Claws, Staves
TRAITS	Psycho
RESISTANCES	Drain, Magicproof
SKILLS	103 Naturalist
FOUND AT	Palaish Isle (Day)
SYNTHESIZED BY	Chimaera x Nardragon

119 SPITNIK	
	RANK
STRENGTH	28
Small, sentient suns circled by similar, somewhat smaller satellites.	
WEAPONS	Swords, Hammers, Claws, Staves
TRAITS	Bangmeister
RESISTANCES	Healed by Bang, Vulnerable to Crack
SKILLS	1 Frizz & Bang
FOUND AT	Xeroph Isle (Day)
SYNTHESIZED BY	Frostburn x Firespirit

191 STARK RAVEN	
	RANK
STRENGTH	133
Mad birds that are adept at wily manoeuvring in combat.	
WEAPONS	Swords, Hammers, Claws, Staves
TRAITS	Artful Dodger
RESISTANCES	Whackproof
SKILLS	107 Bird Brain
FOUND AT	--
SYNTHESIZED BY	Skeleton x Silvapitheci

175 STUMP CHUMP	
	RANK
STRENGTH	22
Once tall and proud, it now fights to avenge all the other trees cut down in their prime.	
WEAPONS	Swords, Spears, Claws, Staves
TRAITS	None
RESISTANCES	Vulnerable to Frizz, Fizzleproof
SKILLS	108 Green Finger
FOUND AT	Infant Isle (Night), Treasure Island
SYNTHESIZED BY	Ghost x Satyr

193 TORTURED SOUL	
	RANK
STRENGTH	154
Men of the cloth who perform evil deeds are punished severely for their sins.	
WEAPONS	Swords, Spears, Hammers, Staves
TRAITS	Poisoner
RESISTANCES	Vulnerable to Zap, Whackproof, Sleepproof
SKILLS	86 Cursader
FOUND AT	--
SYNTHESIZED BY	Living Statue x Stark Raven, Demon-at-arms x Metal Kaiser, Mum x Skeleton, Rank A x Undead Family

139 TRAP BOX	
	RANK
STRENGTH	168
Few who fall upon this ingenious trap ever live to tell the tale.	
WEAPONS	Swords, Hammers, Claws, Staves
TRAITS	Critical Massacre
RESISTANCES	Whackproof, Paralysisproof
SKILLS	78 Fear-monger
FOUND AT	Infern Isle (Tartarus)
SYNTHESIZED BY	metal kaiser slime x Cannibox x Mimic x2

71 TREEFACE	
	RANK
STRENGTH	108
Chop bits off and they'll just grow back—truly a lumberjack's worst nightmare.	
WEAPONS	Axes, Hammers, Claws, Staves
TRAITS	Steady Recovery
RESISTANCES	Vulnerable to Frizz
SKILLS	108 Green Finger
FOUND AT	Fert Isle (Night)
SYNTHESIZED BY	Great Sabrecub x Hunter Mech

28 TRODE	
	RANK
STRENGTH	???
'My word! Where am I? And just where is my precious Medea!?"	
WEAPONS	Swords, Whips, Claws, Staves
TRAITS	Psycho, Counterstriker
RESISTANCES	Whackproof
SKILLS	101 Trickster
FOUND AT	--
SYNTHESIZED BY	None

43	TYRANTOSAURUS		RANK FEDCBAS
STRENGTH	106		
Smashing enemies into little bits brings a gleeful grin to their wicked faces.			
WEAPONS	Sword, Hammer, Claws, Staff		
TRAITS	Critical Massacre		
RESISTANCES	Sagproof		
SKILLS	81 Guerilla		
FOUND AT	Infern Isle (Outside Tartarus)		
SYNTHESIZED BY	Hacksaurus x Chimaera		

192	WAILIN' WEED		RANK FEDCBAS
STRENGTH	141		
Singers of the sea who synchronise their slap attack in symphony.			
WEAPONS	Swords, Hammers, Whips, Staves		
TRAITS	None		
RESISTANCES	Vulnerable to Frizz, Fizzleproof		
SKILLS	99 All-Rounder		
FOUND AT	Fert Isle (Night)		
SYNTHESIZED BY	Gorerilla x Skeleton Soldier		

184	WALKING CORPSE		RANK FEDCBAS
STRENGTH	89		
These zombies serve as a warning to all would-be grave robbers.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	None		
RESISTANCES	Vulnerable to Zap, Whackproof, Poisonproof		
SKILLS	79 Bad Breath		
FOUND AT	Infern Isle		
SYNTHESIZED BY	Skeleton x Dancing Devil		

122	WAX MURDERER		RANK E D C B A S
STRENGTH	50		
Few monsters can hold a light to these sparkly fellows.			
WEAPONS	Swords, Spears, Claws, Staves		
TRAITS	None		
RESISTANCES	Sagproof		
SKILLS	53 Fire Fighter		
FOUND AT	Palaish Isle (Temple)		
SYNTHESIZED BY	Bag o' Laughs x Mummy Boy		

95	WEARTIGER		RANK FEDCBAS
STRENGTH	76		
These feline beasts have become possessed by the very men they ate.			
WEAPONS	Swords, Axes, Hammers, Staves		
TRAITS	Critical Massacre		
RESISTANCES	Fizzleproof		
SKILLS	54 Boom boxer		
FOUND AT	--		
SYNTHESIZED BY	Orc x Headhunter		

197	WIGHT KING		RANK FEDCBAS
STRENGTH	176		
The lost soul of a king who terrorized his people and ruined the kingdom.			
WEAPONS	Swords, Spears, Hammers, Staves		
TRAITS	Poisoner		
RESISTANCES	Vulnerable to Zap, Whackproof, Sleepproof		
SKILLS	94 Reaper		
FOUND AT	--		
SYNTHESIZED BY	Tortured Soul x King Slime, Tortured Soul x King Bubble Slime		

58	WILD BOARFISH		RANK FEDCBAS
STRENGTH	10		
Pig-like fish at home in both sea and sky.			
WEAPONS	Spears, Axes, Claws, Staves		
TRAITS	Artful Dodger		
RESISTANCES	Healed by Water, Drain Magicproof		
SKILLS	83 Huntsman		
FOUND AT	--		
SYNTHESIZED BY	Capsichum x Ghost		

8	WILD SLIME		RANK D C B A S
STRENGTH	53		
These unruly slimes slice their unsuspecting prey with swift slashes from their claws.			
WEAPONS	Spear, Hammer, Claws, Staff		
TRAITS	Psycho		
RESISTANCES	Sagproof		
SKILLS	62 Champion		
FOUND AT	Fert Isle (Night)		
SYNTHESIZED BY	Snail Slime x Fencing Fox		

147	WINKY	RANK FEDCBAS
STRENGTH 21		
Keep a close watch on these monsters—they can strike in the blink of an eye.		
WEAPONS	Spears, Hammers, Claws, Staves	
TRAITS	Desperado	
RESISTANCES	Whackproof, Dazzleproof	
SKILLS	75 Seal	
FOUND AT	Infant Isle (Night), Xeroph Isle (Cave)	
SYNTHESIZED BY	Lips x Shell Slime	

159	WRECKTOR	RANK FEDCBAS
STRENGTH 113		
Dark priests who have strayed far from the light		
WEAPONS	Spears, Hammers, Whips, Staves	
TRAITS	Wooshmeister	
RESISTANCES	Fizzleproof	
SKILLS	13 Bang & Woosh	
FOUND AT	Celeste Isle (Temple of the Sun)	
SYNTHESIZED BY	Octavian Sentry x Gryphon	

77	YABBY	RANK FEDCBAS
STRENGTH 147		
Shrimpy monsters who pack a wallop with their set of claws. Don't come the raw prawn with them!		
WEAPONS	Spears, Axes, Claws, Staves	
TRAITS	Paralyser	
RESISTANCES	Healed by Water	
SKILLS	65 Mage Aid	
FOUND AT	--	
SYNTHESIZED BY	Jamirus x Wailin' Weed	

171	ZOMA	RANK FEDCBAS
STRENGTH SS		
The vast powers wielded by the dark lord strike fear into even spirits of darkness.		
WEAPONS	Swords, Spears, Hammers, Staves	
TRAITS	Double Trouble	
RESISTANCES	Vulnerable to Zap, Whackproof, Fizzleproof	
SKILLS	44 Ice II	
FOUND AT	--	
SYNTHESIZED BY	Malroth x Wight King, Dullahan or Bone Baron	

201	WULFSPADE	RANK FEDCBAS
STRENGTH 201		
A being suffused with holy energy whose existence is shrouded in mystery.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho	
RESISTANCES	Healed by Lightning, Vulnerable to Earth, Sapproof	
SKILLS	111 Wulfsrade	
FOUND AT	Xeroph Isle	
SYNTHESIZED BY	w x Nature Family rank B or less	

202	HAWKHART	RANK FEDCBAS
STRENGTH 202		
A divine bird who can command the element of fire.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho	
RESISTANCES	Vulnerable to Water, Healed by Fire, Fizzleproof	
SKILLS	113 Hawkhart	
FOUND AT	Xeroph Isle	
SYNTHESIZED BY	Incarnus x Demon Family rank B or less	

203	CLUBOON	RANK FEDCBAS
STRENGTH 203		
A divine monkey who can command the element of earth.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho	
RESISTANCES	Vulnerable to Fire, Healed by Earth, Sapproof	
SKILLS	117 Cluboon	
FOUND AT	Palaish Isle	
SYNTHESIZED BY	Incarnus x Material Family rank B or less	

204	DIAMAGON	RANK FEDCBAS
STRENGTH 204		
A divine lizard who can command the element of water.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho	
RESISTANCES	Healed by Water, Vulnerable to Lightning, Ice Breathproof	
SKILLS	115 Diamagon	
FOUND AT	Celeste/Fert Isle	
SYNTHESIZED BY	Incarnus x Beast Family rank B or less	

205	WULFSPADE ACE	RANK FEEDBACKS
STRENGTH	205	
Its holy mission is to seal the entrance to the dark world using the power of the Mark.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho Healed by Lightning.	
RESISTANCES	Vulnerable to Earth, Whackproof	
SKILLS	137 Wulfspade III	
FOUND AT	Fert/Celeste Isle	
SYNTHESIZED BY	Incarnus x Nature Family rank A or better	

206	HAWKHART ACE	RANK FEEDBACKS
STRENGTH	206	
A mighty bird whose wings beat with the force of a firestorm.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho Vulnerable to Fire.	
RESISTANCES	Water, Healed by Fire, Whackproof	
SKILLS	139 Hawkhart III	
FOUND AT	--	
SYNTHESIZED BY	Incarnus x Demon Family rank A or better	

207	CLUBOON ACE	RANK FEEDBACKS
STRENGTH	207	
A mighty ape whose hide is tougher than an earthen fortress wall.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho Vulnerable to Earth.	
RESISTANCES	Healed by Earth, Whackproof	
SKILLS	140 Cluboon III	
FOUND AT	--	
SYNTHESIZED BY	Incarnus x Material Family rank A or better	

208	DIAMAGON ACE	RANK FEEDBACKS
STRENGTH	208	
A mighty dragon whose vault of knowledge and lore is deeper than all the seas.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho Healed by Water.	
RESISTANCES	Vulnerable to Lightning, Whackproof	
SKILLS	138 Diamagon III	
FOUND AT	--	
SYNTHESIZED BY	Incarnus x Beast Family rank A or better	

209	ACE OF SPADES	RANK FEEDBACKS
STRENGTH	209	
The Incarnus's terrible alternate form, tainted and transmogrified by dark matter.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho, Zammeister	
RESISTANCES	Whackproof, Healed by Zam, Vulnerable to Zap	
SKILLS	86 Cursader	
FOUND AT	--	
SYNTHESIZED BY	Incarnus x Leopold	

210	WILDCARD	RANK FEEDBACKS
STRENGTH	210	
The final form of the Incarnus, empowered by the magic of the Mark.		
WEAPONS	Swords, Spears, Axes, Claws, Staves	
TRAITS	Psycho, Zapmeister	
RESISTANCES	Whackproof, Healed by Zap, Vulnerable to Zam	
SKILLS	85 Crusader	
FOUND AT	--	
SYNTHESIZED BY	Incarnus x Empyrea	



CLUBOON



Cockateer B casts Swoosh.

SKILLS

As each monster earns skill points through your adventure you can allocate these points into their skills. As you do this, every so often the monster learns a new spell, attribute bonus, resistance, or ability. This chapter lists what you learn from each skill and the number of skill points necessary. We also list the monsters that initially have that skill after synthesis or when scouted.

1 Frizz & Bang

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Flame Slash	8
SPELL: Bang	15
ABILITY: Bomb Slash	24
SPELL: Frizzle	36
SPELL: Boom: 50	

INITIALLY LEARNT BY: 119 Spitnik, 149 Imp

2 Frizz & Bang II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	5
ABILITY: Bomb Slash	10
SPELL: Frizzle	20
SPELL: Boom	30
SPELL: Kafrizz	45
SPELL: Kaboom	60
ATTRIBUTE BONUS: Frizz Guard	75

INITIALLY LEARNT BY: 162 Archdemon

3 Frizz & Bang III

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	8
SPELL: Kaboom	16
ABILITY: Inferno Slash	28
ABILITY: Blast Slash	40
SPELL: Kafrizle	65
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Bang Guard	100

INITIALLY LEARNT BY: -

4 Frizz & Woosh

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
SPELL: Woosh	7
ABILITY: Gust Slash	14
SPELL: Swoosh	24
ABILITY: Flame Slash	35
SPELL: Frizzle	50

INITIALLY LEARNT BY: 34 Snapdragon, 164 Jamirus

5 Frizz & Woosh II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Gust Slash	4
ABILITY: Flame Slash	8
SPELL: Swoosh	18
SPELL: Frizzle	28
SPELL: Kaswoosh	43
SPELL: Kafrizz	58
ATTRIBUTE BONUS: Frizz Guard	75

INITIALLY LEARNT BY: -

6 Frizz & Woosh III

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kafrizz	15
ABILITY: Gale Slash	27
ABILITY: Inferno Slash	39
SPELL: Kaswooshle	64
SPELL: Kafrizle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Woosh Guard	100

INITIALLY LEARNT BY: -

7 Frizz & Zap

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Flame Slash	8
SPELL: Zap	17
ABILITY: Hallowed Slash	26
SPELL: Frizzle	38
SPELL: Zapple	50

INITIALLY LEARNT BY: 5 She-slime, 79 Garuda

8 Frizz & Zap II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	4
ABILITY: Hallowed Slash	9
SPELL: Frizzle	19
SPELL: Zapple	29
SPELL: Kafrizz	43
SPELL: Kazap	57
ATTRIBUTE BONUS: Frizz Guard	75

INITIALLY LEARNT BY: -

9 Frizz & Zap III

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	9
SPELL: Kazap	18
ABILITY: Inferno Slash	29
ABILITY: Sacred Slash	40
SPELL: Kafrizle	65
SPELL: KAZAPPLE	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Zap Guard	100

INITIALLY LEARNT BY: -

10 Frizz & Zam

50PTS

11 Frizz & Zam II

75PTS

12 Frizz & Zam III

SPELLS/ABILITIES	Skill Points
SPELL: Frizz	2
SPELL: Zam	6
ABILITY: Flame Slash	14
ABILITY: Shade Slash	22
SPELL: Zammle	36
SPELL: Frizzle	50
INITIALLY LEARNT BY:	14 Beshemoth slime

SPELLS/ABILITIES	Skill Points
ABILITY: Flame Slash	5
ABILITY: Shade Slash	10
SPELL: Zammle	20
SPELL: Frizzle	30
SPELL: Kazam	44
SPELL: Kafizzly	59
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY:	-

SPELLS/ABILITIES	Skill Points
SPELL: Kafizzly	8
SPELL: Kazam	16
ABILITY: Inferno Slash	28
ABILITY: Shadow Slash	40
SPELL: Kafizzly	65
SPELL: Kazammle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY:	-

13 Bang & Woosh

50PTS

14 Bang & Woosh II

75PTS

15 Bang & Woosh III

SPELLS/ABILITIES	Skill Points
SPELL: Woosh	2
SPELL: Bang	6
SPELL: Swoosh	13
ABILITY: Bomb Slash	23
ABILITY: Gust Slash	34
SPELL: Boom	50
INITIALLY LEARNT BY:	150 Lump wizard, 159 Wrecktor

SPELLS/ABILITIES	Skill Points
SPELL: Swoosh	4
ABILITY: Bomb Slash	8
ABILITY: Gust Slash	18
SPELL: Boom	30
SPELL: Kaswoosh	42
SPELL: Kaboom	57
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY:	-

SPELLS/ABILITIES	Skill Points
SPELL: Kaswoosh	7
SPELL: Kaboom	15
ABILITY: Blast Slash	26
ABILITY: Gale Slash	37
SPELL: Kaswooshle	63
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Woosh Guard	100
INITIALLY LEARNT BY:	-

16 Bang & Crack

50PTS

17 Bang & Crack II

75PTS

18 Bang & Crack III

SPELLS/ABILITIES	Skill Points
SPELL: Bang	6
ABILITY: Bomb Slash	10
SPELL: Crack	15
ABILITY: Frost Slash	22
SPELL: Crackle	36
SPELL: Boom	50
INITIALLY LEARNT BY:	24 Metal king slime, 157 Great dracky

SPELLS/ABILITIES	Skill Points
ABILITY: Bomb Slash	4
ABILITY: Frost Slash	8
SPELL: Crackle	16
SPELL: Boom	28
SPELL: Kacrack	42
SPELL: Kaboom	57
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY:	-

SPELLS/ABILITIES	Skill Points
SPELL: Kacrack	7
SPELL: Kaboom	14
ABILITY: Blast Slash	26
ABILITY: Blizzard Slash	38
SPELL: Kacrackle	63
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Crack Guard	100
INITIALLY LEARNT BY:	-

19 Bang & Zap

50PTS

20 Bang & Zap II

75PTS

21 Bang & Zap III

SPELLS/ABILITIES	Skill Points
SPELL: Bang	6
SPELL: Zap	9
ABILITY: Bomb Slash	14
ABILITY: Hallowed Slash	19
SPELL: Zapple	32
SPELL: Boom	50
INITIALLY LEARNT BY:	26 Grandpa slime, 27 Gem slime

SPELLS/ABILITIES	Skill Points
ABILITY: Bomb Slash	3
ABILITY: Hallowed Slash	7
SPELL: Zapple	15
SPELL: Boom	25
SPELL: Kazap	40
SPELL: Kaboom	55
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY:	-

SPELLS/ABILITIES	Skill Points
SPELL: Kazap	7
SPELL: Kaboom	15
ABILITY: Blast Slash	25
ABILITY: Sacred Slash	37
SPELL: Kazapple	62
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY:	-

22 Bang & Zam

50PTS

23 Bang & Zam II

75PTS

24 Bang & Zam III

SPELLS/ABILITIES	Skill Points
SPELL: Bang	8
SPELL: Zam	11
ABILITY: Bomb Slash	18
ABILITY: Shade Slash	25
SPELL: Zammle	36
SPELL: Boom	50
INITIALLY LEARNT BY:	23 Metal kaiser slime

SPELLS/ABILITIES	Skill Points
ABILITY: Bomb Slash	3
ABILITY: Shade Slash	7
SPELL: Zammle	16
SPELL: Boom	28
SPELL: Kazam	43
SPELL: Kaboom	58
ATTRIBUTE BONUS: Zam Guard	75
INITIALLY LEARNT BY:	167 Belial

SPELLS/ABILITIES	Skill Points
SPELL: Kazam	7
SPELL: Kaboom	15
ABILITY: Blast Slash	25
ABILITY: Shadow Slash	37
SPELL: Kazammle	62
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Zam Guard	95
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY:	-

25 Woosh & Crack

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Crack	7
SPELL: Swoosh	16
ABILITY: Gust Slash	27
ABILITY: Frost Slash	38
SPELL: Crackle	50
INITIALLY LEARNT BY: 64 Jailcat, 105 Moosifer	

26 Woosh & Crack II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	5
ABILITY: Gust Slash	10
ABILITY: Frost Slash	21
SPELL: Crackle	32
SPELL: Kaswoosh	47
SPELL: Kacrack	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

27 Woosh & Crack III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kacrack	15
ABILITY: Gale Slash	27
ABILITY: Blizzard Slash	39
SPELL: Kaswooshle	64
SPELL: Kacrackle	90
ATTRIBUTE BONUS: Woosh Guard	95
INITIALLY LEARNT BY: -	

28 Woosh & Zap

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Zap	8
SPELL: Swoosh	16
ABILITY: Gust Slash	26
ABILITY: Hallowed Slash	36
SPELL: Zapple	50
INITIALLY LEARNT BY: 13 Behemoth slime	

29 Woosh & Zap II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	4
ABILITY: Gust Slash	8
ABILITY: Hallowed Slash	19
SPELL: Zapple	30
SPELL: Kaswoosh	45
SPELL: Kazap	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

30 Woosh & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kazap	15
ABILITY: Gale Slash	27
ABILITY: Sacred Slash	39
SPELL: Kazapple	64
SPELL: Kaswooshle	90
ATTRIBUTE BONUS: Woosh Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

31 Woosh & Zam

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Zam	10
SPELL: Swoosh	17
ABILITY: Gust Slash	26
ABILITY: Shade Slash	35
SPELL: Zammle	50
INITIALLY LEARNT BY: 161 Fallen priest, 187 Phantom swordsman	

32 Woosh & Zam II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	4
ABILITY: Gust Slash	12
ABILITY: Shade Slash	21
SPELL: Zammle	32
SPELL: Kaswoosh	47
SPELL: Kazam	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

33 Woosh & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kazam	15
ABILITY: Gale Slash	27
ABILITY: Shadow Slash	39
SPELL: Kaswooshle	64
SPELL: Kazammle	90
ATTRIBUTE BONUS: Woosh Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY: -	

34 Crack & Zap

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	3
SPELL: Zap	8
ABILITY: Frost Slash	16
ABILITY: Hallowed Slash	24
SPELL: Zapple	36
SPELL: Crackle	50
INITIALLY LEARNT BY: 46 Abyss diver, 165 Gracos	

35 Crack & Zap II

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	4
ABILITY: Hallowed Slash	8
SPELL: Zapple	19
SPELL: Crackle	30
SPELL: Kacrack	45
SPELL: Kazap	60
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: -	

36 Crack & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kacrack	7
SPELL: Kazap	15
ABILITY: Blizzard Slash	27
ABILITY: Sacred Slash	39
SPELL: Kacrackle	64
SPELL: Kazapple	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

37 Crack & Zam

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	3
ABILITY: Frost Slash	6
SPELL: Zam	14
ABILITY: Shade Slash	24
SPELL: Zammle	37
SPELL: Crackle	50
INITIALLY LEARNT BY: 37 Skelegon, 186 Hellhound	

38 Crack & Zam II

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	5
ABILITY: Shade Slash	10
SPELL: Zammle	21
SPELL: Crackle	32
SPELL: Kacrack	47
SPELL: Kazam	62
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: 166 Demon-at-arms	

39 Crack & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kacrack	7
SPELL: Kazam	15
ABILITY: Blizzard Slash	27
ABILITY: Shadow Slash	39
SPELL: Kacrackle	64
SPELL: Kazammle	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY: -	

40 Fire

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Fire Breath	7
ABILITY: Flame Slash	14
ABILITY: Flame Breath	27
SPELL: Frizzle	40
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 174 Firespirit, 38 Dragurn	

41 Fire II

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Breath	4
ABILITY: Flame Slash	8
SPELL: Frizzle	19
ABILITY: Deep Breath	30
ABILITY: Inferno	45
SPELL: Kafrizz	60
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: 25 Darkonium slime	

42 Fire III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Deep Breath	7
SPELL: Inferno	15
ABILITY: Inferno Slash	27
SPELL: Kafrizz	39
ABILITY: Scorch	64
SPELL: Kafizzle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Fire Breath	100
Guard	
INITIALLY LEARNT BY: -	

43 Ice

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Cool Breath	3
SPELL: Crack	7
ABILITY: Chilly Breath	14
ABILITY: Frost Slash	27
SPELL: Crackle	40
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 42 Sea dragon, 50 Great dragon	

44 Ice II

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Chilly Breath	4
ABILITY: Frost Slash	8
SPELL: Crackle	19
ABILITY: Deep Breath	30
ABILITY: Cold Blizzard	45
SPELL: Kacrack	60
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: -	

45 Ice III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Deep Breath	7
ABILITY: Cold Blizzard	15
ABILITY: Blizzard Slash	27
SPELL: Kacrack	39
ABILITY: C-C-Cold Breath	64
SPELL: Kacrackle	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Cold Breath	100
Guard	
INITIALLY LEARNT BY: -	

46 Breath

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Fire Breath	5
ABILITY: Cool Breath	10
ABILITY: Flame Breath	18
ABILITY: Chilly Breath	26
ABILITY: Blowback	38
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 45 Great argon lizard, 47 Megalodon	

47 Breath II

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Breath	7
ABILITY: Chilly Breath	14
ABILITY: Blowback	24
ABILITY: Deep Breath	34
ABILITY: Inferno	47
ABILITY: Cold Blizzard	60
ATTRIBUTE BONUS: Fire Breath	75
Guard	
INITIALLY LEARNT BY: 82 Khalamari	

48 Breath III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Blowback	6
ABILITY: Deep Breath	12
ABILITY: Inferno	22
ABILITY: Cold Blizzard	32
ABILITY: Scorch	44
ABILITY: C-C-Cold Breath	56
ATTRIBUTE BONUS: Fire Breath	76
Guard	
ATTRIBUTE BONUS: Cold Breath	100
Guard	
INITIALLY LEARNT BY: -	

49 Firewind Slashes

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	8
ABILITY: Gust Slash	16
ABILITY: Bomb Slash	29
ABILITY: Dragon Slash	44
ABILITY: Inferno Slash	60
ABILITY: Gale Slash	80
ABILITY: Blast Slash	100
INITIALLY LEARNT BY: 78 Riptide	

50 Thunderwind Slashes

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Gust Slash	8
ABILITY: Shade Slash	16
ABILITY: Lightning Slash	29
ABILITY: Mercurial Thrust	44
ABILITY: Gale Slash	60
ABILITY: Shadow Slash	80
ABILITY: Thunderbolt Slash	100
INITIALLY LEARNT BY: 158 Octavian sentry	

51 Iclosion Slashes

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	8
ABILITY: Hallowed Slash	16
ABILITY: Bomb Slash	29
ABILITY: Metal Slash	44
ABILITY: Blizzard Slash	60
ABILITY: Sacred Slash	80
ABILITY: Blast Slash	100
INITIALLY LEARNT BY: 126 Gold golem	

52 Darklight Slashes

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	8
ABILITY: Hallowed Slash	16
ABILITY: Shade Slash	29
ABILITY: Uncarnate	44
ABILITY: Blizzard Slash	60
ABILITY: Sacred Slash	80
ABILITY: Shadow Slash	100
INITIALLY LEARNT BY: 11 Metal slime knight	

53 Fire Fighter

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
ABILITY: Helm Splitter	13
ABILITY: Flame Slash	23
ABILITY: Body Slam	34
SPELL: Frizzle	47
ABILITY: War Cry	62
ABILITY: Inferno Slash	80
ATTRIBUTE BONUS: Frizz Guard	100
INITIALLY LEARNT BY: 117 Dancing flame, 122 Wax murderer	

54 Boom Boxer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	10
ABILITY: Bomb Slash	18
ABILITY: Slowing Slug	24
ABILITY: War Cry	34
SPELL: Boom	47
ABILITY: One-on-One	62
ABILITY: Blast Slash	80
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY: 49 Dragularge, 95 Wearigner	

55 Wind Blower

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	5
ABILITY: Dodge Dance	16
ABILITY: Gust Slash	26
ABILITY: Slowing Slug	35
SPELL: Swoosh	47
ABILITY: Mercurial Thrust	62
ABILITY: Gale Slash	80
ATTRIBUTE BONUS: Woosh Guard	100

INITIALLY LEARNT BY: 100 Diemon, 181 Phantom fencer

56 Icemaster

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	7
ABILITY: Frost Slash	17
ABILITY: Tongue Lashing	24
ABILITY: Breath-taking Bash	34
SPELL: Crackle	48
ABILITY: Meditation	63
ABILITY: Blizzard Slash	80
ATTRIBUTE BONUS: Crack Guard	100

INITIALLY LEARNT BY: 30 Frou-fry, 118 Frostburn

57 White Knight

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zap	6
ABILITY: Hallowed Slash	12
ABILITY: Dazzleflash	19
ABILITY: Baffling Bonk	29
SPELL: Zapple	45
ABILITY: Stupefying Strike	55
ABILITY: Sacred Slash	75
ATTRIBUTE BONUS: Zap Guard	100

INITIALLY LEARNT BY: 9 Slime knight, 106 Mohawker

58 Dark Knight

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zam	5
ABILITY: Shade Slash	11
ABILITY: Tap Dance	17
ABILITY: War Cry	27
SPELL: Zammie	45
ABILITY: Weakening Wallop	55
ABILITY: Shadow Slash	75
ATTRIBUTE BONUS: Zam Guard	100

INITIALLY LEARNT BY: 20 Dark slime knight, 145 Dracky

59 Healer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Buff	12
SPELL: Midheal	28
SPELL: Zing	42
SPELL: Reheal	52
ABILITY: Meditation	62
SPELL: Fullheal	75
SPELL: Kazing	100

INITIALLY LEARNT BY: 4 Healslime, 12 Angel slime, 17 Cureslime, 138 Boh, 151 Frogface, 170 Malroth, 188 Skeleton soldier

60 Cure-all

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Tingle	12
SPELL: Kabuff	20
SPELL: Multiheal	30
ABILITY: Wave of Relief	40
ABILITY: Amor Seco Rain	55
ABILITY: Song of Salvation	75
SPELL: Omniheal	100

INITIALLY LEARNT BY: 21 King cureslime, 69 Hades condor

61 Cleanser

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Squelch	8
SPELL: Tingle	14
SPELL: Zing	30
ABILITY: Amor Seco Rain	44
ABILITY: Wave of Relief	58
SPELL: Kazing	80
ABILITY: Disruptive Wave	100

INITIALLY LEARNT BY: 61 Chimaera, 81 King squid

62 Champion

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	7
ABILITY: Body Slam	13
ABILITY: Double Up	19
SPELL: Oomph	31
ABILITY: Hatchet Man	40
ABILITY: Meditation	52
SPELL: Oomphile	70
ATTRIBUTE BONUS: Sag Guard	100

INITIALLY LEARNT BY: 8 Wild slime, 196 dullahan

63 Defender

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	5
SPELL: Heal	11
ABILITY: Dazzleflash	17
SPELL: Kabuff	27
ABILITY: Defending Champion	42
SPELL: Midheal	57
ABILITY: Weakening Wallop	77
ATTRIBUTE BONUS: Sap Guard	100

INITIALLY LEARNT BY: 29 Komodo, 60 Crabid, 132 Jum

64 Speedster

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	5
SPELL: Heal	11
ABILITY: Dodge Dance	19
ABILITY: Sandstorm	25
SPELL: Accelerate	35
ABILITY: Gust Slash	47
ABILITY: Mercurial Thrust	61
ABILITY: Gale Slash	76
ATTRIBUTE BONUS: Decelerate Guard	100

INITIALLY LEARNT BY: 70 Great sabrecat, 91 Orc, 93 Jumping Jackal

65 Mage Aid

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	4
SPELL: Accelerate	10
SPELL: Share Magic	18
SPELL: Fizzle	26
SPELL: Ping	38
SPELL: Kafizzle	52
SPELL: Give Magic	70
ATTRIBUTE BONUS: Drain Magic Guard	85
ATTRIBUTE BONUS: Dim Guard	100

INITIALLY LEARNT BY: 7 Snail slime, 77 Yabby, 137 Mum

66 Fortifier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
SPELL: Heal	8
SPELL: Buff	14
SPELL: Ping	22
SPELL: Oomph	32
SPELL: Accelerate	42
SPELL: Kabuff	54
SPELL: Kaping	76
SPELL: Oomphile	100

INITIALLY LEARNT BY: 97 Bodkin archer, 136 Boe

67 Enfeebler

SPELLS/ABILITIES	SKILL POINTS
SPELL: Sag	8
SPELL: Dim	16
ABILITY: Weakening Wallop	28
ABILITY: Stupefying Strike	40
SPELL: Kasag	55
SPELL: Kadim	70
ATTRIBUTE BONUS: Sag Guard	85
ATTRIBUTE BONUS: Dim Guard	100

INITIALLY LEARNT BY: 120 Goodybag, 183 Skeleton

68 Saboteur

SPELLS/ABILITIES	SKILL POINTS
SPELL: Decelerate	6
SPELL: Sap	14
ABILITY: Helm Splitter	26
ABILITY: Slowing Slug	38
SPELL: Decelerate	51
SPELL: Kasag	64
ATTRIBUTE BONUS: Sap Guard	82
ATTRIBUTE BONUS: Decelerate Guard	100

INITIALLY LEARNT BY: 57 Capsichum, 180 Skipper

69 Antimagic

50PTS

70 Antimagic II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	5
SPELL: Magic Frailty	10
SPELL: Ping	18
SPELL: Dim	26
SPELL: Magic Barrier	38
ABILITY: Stupefying Strike	46
SPELL: Bounce	56
ATTRIBUTE BONUS: Dim Guard	65
ATTRIBUTE BONUS: Fizzle Guard	75

INITIALLY LEARNT BY: 52 Black dragon, 156 Gryphon

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafizzle	5
SPELL: Magic Frailty	10
SPELL: Magic Barrier	25
ABILITY: Stupefying Strike	35
SPELL: Bounce	49
SPELL: Kadim	65
SPELL: Kaping	81
ATTRIBUTE BONUS: Dim Guard	90
ATTRIBUTE BONUS: Fizzle Guard	100

INITIALLY LEARNT BY: -

71 Anti-dragon

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dragon Slash	5
ABILITY: Insultate	10
ABILITY: Blowback	18
ABILITY: Gobstopper	28
ABILITY: Breath-taking Bash	38
SPELL: Insultate	50
ABILITY: Brake Wind	64
ATTRIBUTE BONUS: Fire Breath Guard	80
ATTRIBUTE BONUS: Cold Breath Guard	100

INITIALLY LEARNT BY: 163 Boss troll, 185 Restless armour

72 Anti-metal

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
ABILITY: Metal Slash	12
SPELL: Oomph	20
SPELL: Magic Frailty	30
SPELL: Accelerate	40
ABILITY: Hatchet Man	50
ATTRIBUTE BONUS: Speed +30	70
TRAIT: Metal Beater	100

INITIALLY LEARNT BY: 104 Gigantes, 130 Hunter mech

73 Bolsterer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	4
ABILITY: Sandstorm	8
SPELL: Insulate	16
ATTRIBUTE BONUS: Defence +10	26
SPELL: Kabuff	38
SPELL: Insulate	52
SPELL: Magic Barrier	66
ABILITY: Mist Me	82
ATTRIBUTE BONUS: Sap Guard	100

INITIALLY LEARNT BY: 3 Shell slime, 152 Dessert demon

74 Barricade

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kabuff	4
ABILITY: Blowback	9
ABILITY: Defending Champion	14
SPELL: Clang	22
ABILITY: Brake Wind	30
SPELL: Bounce	40
ABILITY: Mist Me	50
ABILITY: Counter	75
ATTRIBUTE BONUS: Sap Guard	100

INITIALLY LEARNT BY: 51 Mechan-o'-wyrm, 135 Living statue, 141 Mumboh-jumboe

75 Seal

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	5
SPELL: Drain Magic	11
ABILITY: Breathtaking Bash	20
ABILITY: Break-dance Beat	30
SPELL: Kafizzle	42
SPELL: Magic Frailty	55
ABILITY: Critical Miss	69
ABILITY: Ban Dance	84
ABILITY: Gobstopper	100

INITIALLY LEARNT BY: 40 Red dragon, 147 Winky, 182 Flyguy

76 Hypnotist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Snooze	6
SPELL: Dazzle	12
SPELL: Fuddle	16
ABILITY: Bemusing Breath	20
ABILITY: Tongue Lashing	24
SPELL: Kasnooze	34
SPELL: Kafuddle	44
ATTRIBUTE BONUS: Confusion Guard	72
ATTRIBUTE BONUS: Sleep Guard	100

INITIALLY LEARNT BY: 67 Eevel, 146 Lips

77 Toxicifier

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poisonous Poke	6
ABILITY: Poison Breath	12
ABILITY: Paralysing Punch	18
ABILITY: Burning Breath	26
ABILITY: Venom Breath	38
ABILITY: Venomous Volley	50
ATTRIBUTE BONUS: Poison Guard	75
ATTRIBUTE BONUS: Paralysis Guard	100

INITIALLY LEARNT BY: 31 Dragonthorn, 32 Argon lizard, 74 Giant moth

78 Fear-monger

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	4
ABILITY: Spooky Aura	8
SPELL: Fuddle	14
ABILITY: Tongue Lashing	22
ABILITY: Bemusing Breath	30
ABILITY: Baffling Bonk	42
SPELL: Kafuddle	56
ATTRIBUTE BONUS: Inaction Guard	76
ATTRIBUTE BONUS: Confusion Guard	100

INITIALLY LEARNT BY: 115 Bag o' laughs, 123 Cannibox, 139 Trap box

79 Bad Breath

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poison Breath	5
ABILITY: Sweet Breath	12
ABILITY: Blowback	22
ABILITY: Bemusing Breath	34
ABILITY: Brake Wind	46
ABILITY: Burning Breath	63
ABILITY: Venom Breath	80
ATTRIBUTE BONUS: Poison Guard	100

INITIALLY LEARNT BY: 22 King bubble slime, 94 Night emperor, 184 Walking corpse

80 Diminisher

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Slowing Slug	10
ABILITY: Weakening Wallop	20
ABILITY: Stupefying Strike	30
ABILITY: Helm Splitter	40
ABILITY: Breath-taking Bash	50
ABILITY: Break-dance Beat	60
ABILITY: Blinding Blow	75
ABILITY: Assassin's Stab	100

INITIALLY LEARNT BY: 66 Hell hornet, 178 Demonrider, 194 Roseguardin

81 Guerrilla

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	4
ABILITY: Slowing Slug	11
ABILITY: Poisonous Poke	19
ABILITY: Baffling Bonk	29
ABILITY: Blinding Blow	39
ABILITY: Dodgy Dance	51
ABILITY: Paralysing Punch	63
ABILITY: Venomous Volley	80
ABILITY: Brake Wind	100

INITIALLY LEARNT BY: 43 Tyrantosaurus, 86 Mischievous mole, 89 Fencing fox

84 Bounty Hunter

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Klepto Clobber	5
ABILITY: Dodgy Dance	10
ABILITY: Penny Pincher	20
ABILITY: Mercurial Thrust	30
ABILITY: Metal Slash	45
ABILITY: Paralysing Punch	60
ABILITY: Assassin's Stab	75
TRAIT: Metal Beater	100

INITIALLY LEARNT BY: 80 Beetlebully, 96 Brownie, 168 ??

87 Muspell

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
SPELL: Zam	10
ABILITY: Flame Slash	16
ABILITY: Shade Slash	22
SPELL: Zammle	32
SPELL: Frizzle	42
SPELL: Whack	56
ABILITY: Uncarnate	70
SPELL: Magic Burst	100

INITIALLY LEARNT BY: 19 Dark slime, 199 Orgodemir

90 Bombardier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	4
ABILITY: Bomb Slash	10
SPELL: Kamikazee	18
SPELL: Boom	31
SPELL: Kerplunk	47
ABILITY: Blast Slash	65
SPELL: Kaboom	85
ATTRIBUTE BONUS: Bang Guard	100

INITIALLY LEARNT BY: 18 Liquid metal slime, 108 Pazuzu

93 Martyr

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	10
ABILITY: Body Slam	18
ABILITY: Blowback	26
ABILITY: Double Up	35
ABILITY: One-on-One	45
SPELL: Kamikazee	57
ABILITY: Kerplunk Dance	75
SPELL: Kerplunk	100

INITIALLY LEARNT BY: 33 Nardragon, 124 Rockbomb, 169 Night clubber

82 Assassin

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sleep Sock	10
ABILITY: Paralysing Punch	28
ABILITY: Mercurial Thrust	30
ABILITY: Dazzleflash	40
ABILITY: Baffling Bonk	50
ABILITY: Multislash	60
ABILITY: Assassin's Stab	75
ATTRIBUTE BONUS: Whack Guard	100

INITIALLY LEARNT BY: 44 Metal dragon, 140 Killing machine, 189 Grim rider

83 Huntsman

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sleep Sock	10
ABILITY: Penny Pincher	20
ABILITY: Klepto Clobber	30
ABILITY: Metal Slash	40
ABILITY: Dragon Slash	50
ABILITY: Double Up	60
ABILITY: Uncarnate	80
ABILITY: Assassin's Stab	100

INITIALLY LEARNT BY: 58 Wild boarfish, 75 Gorerilla, 88 Hammerhood

85 Crusader

SPELLS/ABILITIES	SKILL POINTS
ZAP	4
ABILITY: Hallowed Slash	8
SPELL: Multiheal	16
SPELL: Kapkle	24
ABILITY: Wave of Relief	36
SPELL: Reheal	48
SPELL: Omniheal	64
SPELL: Kazap	80
ATTRIBUTE BONUS: Zap Guard	100

INITIALLY LEARNT BY: 84 Empyrea, 210 Wildcard

86 Cursader

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zammle	5
ABILITY: Shade Slash	10
ABILITY: Wave of Panic	17
SPELL: Whack	25
SPELL: Kazam	35
SPELL: Thwack	47
ABILITY: Disruptive Wave	60
ATTRIBUTE BONUS: Zam Guard	80
ATTRIBUTE BONUS: Whack Guard	100

INITIALLY LEARNT BY: 193 Tortured soul, 209 Ace of Spades

88 Niflheim

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Cool Breath	8
SPELL: Zam	16
SPELL: Crack	24
ABILITY: Chilly Breath	32
SPELL: Zammle	44
SPELL: Crackle	56
ABILITY: Wave of Panic	76
SPELL: Kazam	100

INITIALLY LEARNT BY: 142 Ruin, 143 Psaro

89 Dancer

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dodgy Dance	4
ABILITY: Weird Dance	12
ABILITY: Fuddle Dance	22
ABILITY: Tap Dance	32
ABILITY: Sultry Dance	42
ABILITY: Ban Dance	52
ABILITY: Hustle Dance	67
ABILITY: Death Dance	82
ABILITY: Kerplunk Dance	100

INITIALLY LEARNT BY: 87 Satyr, 128 Mud mannequin, 153 Dancing devil

91 Toughie

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sandstorm	10
ABILITY: Body Slam	20
ABILITY: Blowback	30
ABILITY: Sultry Dance	40
ABILITY: War Cry	50
ABILITY: Hustle Dance	65
ABILITY: One-on-One	75
ABILITY: Counter	100

INITIALLY LEARNT BY: 35 Jargon, 53 Drakulard, 68 Bullfinch

92 Berserker

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	6
ABILITY: Double-edged Slash	13
ABILITY: Body Slam	20
ABILITY: Double Up	28
ABILITY: One-on-One	36
ABILITY: Hatchet Man	50
ABILITY: Kerplunk Dance	70
ATTRIBUTE BONUS: Whack Guard	100

INITIALLY LEARNT BY: 101 Notso macho, 107 Buffalogre, 154 Headhunter

93 Martyr

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	10
ABILITY: Body Slam	18
ABILITY: Blowback	26
ABILITY: Double Up	35
ABILITY: One-on-One	45
SPELL: Kamikazee	57
ABILITY: Kerplunk Dance	75
SPELL: Kerplunk	100

INITIALLY LEARNT BY: 33 Nardragon, 124 Rockbomb, 169 Night clubber

94 Reaper

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	3
SPELL: Zam	8
ABILITY: Cool Breath	17
SPELL: Whack	26
ABILITY: Chilly Breath	38
SPELL: Zammle	53
ABILITY: Death Dance	68
ABILITY: Wave of Panic	84
SPELL: Thwack	100

INITIALLY LEARNT BY: 116 Shadow, 197 Wight king

95 Nightmare

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	4
ABILITY: Sleep Sock	10
ABILITY: Sweet Breath	16
ABILITY: Spooky Aura	26
ABILITY: Death Dance	40
ABILITY: Wave of Panic	50
ATTRIBUTE BONUS: Sleep Guard	75
ATTRIBUTE BONUS: Drain Magic	100

INITIALLY LEARNT BY: 92 Pan piper, 133 Mimic Guard

96 Cold Sleep

SPELLS/ABILITIES	SKILL POINTS
SPELL: Snooze	4
ABILITY: Cool Breath	12
ABILITY: Sleep Sock	22
SPELL: Whack	34
ABILITY: Chilly Breath	44
SPELL: Kasnooze	56
ATTRIBUTE BONUS: Sleep Guard	78
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 48 Frou-frou, 160 Lethal armour	

99 All-Rounder

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Weird Dance	5
ABILITY: Weakening Wallop	12
ABILITY: Fuddle Dance	20
ABILITY: Bemusing Breath	28
ABILITY: Break-dance Beat	39
ABILITY: Critical Miss	52
ABILITY: Amor Seco Rain	65
ABILITY: Song of Salvation	80
ABILITY: Follow Suit	100
INITIALLY LEARNT BY: 121 King kelp, 131 Puppeteer, 192 Wailin' weed	

102 Slimer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	2
SPELL: Heal	6
SPELL: Zap	16
ABILITY: Body Slam	22
ABILITY: Dazzleflash	30
SPELL: Sag	40
SPELL: Midheal	55
SPELL: Share Magic	75
TRAIT: Steady Recovery	100
INITIALLY LEARNT BY: 1 Slime, 2 Bubble slime, 6 Drake slime, 10 Metal slime	

105 Diabolist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
SPELL: Fizzle	10
SPELL: Sap	16
SPELL: Zam	24
SPELL: Kafizzle	36
SPELL: Magic Frailty	53
SPELL: Sag	70
SPELL: Whack	85
SPELL: Magic Barrier	100
INITIALLY LEARNT BY: 103 Silvapithecus, 109 Atlas, 155 Lesser demon, 195 Bone baron	

108 Green Finger

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
ABILITY: Blinding Blow	14
SPELL: Squelch	22
SPELL: Tingle	30
SPELL: Midheal	42
SPELL: Share Magic	54
ABILITY: Weird Dance	64
ABILITY: Song of Salvation	84
ABILITY: Tap Dance	100
INITIALLY LEARNT BY: 71 Treeface, 175 Stump chump	

97 Cleric

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	5
SPELL: Multiheal	10
SPELL: Reheal	20
SPELL: Kazap	30
ABILITY: Gigashash	45
SPELL: Omniheal	60
ABILITY: Gigagash	80
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: 16 King slime, 54 Alabast dragon	

100 Mime

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Tap Dance	4
ABILITY: Spooky Aura	10
ABILITY: Sultry Dance	18
ABILITY: Ban Dance	28
ABILITY: Gobstopper	40
ABILITY: Tongue Lashing	52
ABILITY: Hustle Dance	76
ABILITY: Follow Suit	100
INITIALLY LEARNT BY: 90 Chainine, 110 Don mole	

103 Naturalist

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	3
ABILITY: Sandstorm	7
ABILITY: Dragon Slash	11
ABILITY: Body Slam	15
ABILITY: Mercurial Thrust	21
ABILITY: Tongue Lashing	30
ABILITY: War Cry	45
ABILITY: Uncarnate	63
ABILITY: Hatchet Man	83
INITIALLY LEARNT BY: 62 Spiked hare, 65 Great sabrecub, 76 Heligator, 85 Platypunk	

106 Dragon Lore

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Fire Breath	5
ABILITY: Cool Breath	10
ABILITY: Sandstorm	18
ABILITY: War Cry	26
ABILITY: Flame Slash	37
ABILITY: Gust Slash	48
ABILITY: Lightning Slash	64
ABILITY: Chilly Breath	82
ABILITY: Flame Breath	100
INITIALLY LEARNT BY: 15 Dragon slime, 36 Green dragon, 39 Seasaur, 41 Hacksaurus	

109 Hive Mind

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	5
SPELL: Snooze	10
ABILITY: Heart Breaker	15
SPELL: Sleep Sock	25
ABILITY: Paralysing Punch	35
SPELL: Kasnooze	50
ABILITY: Defending Champion	65
ABILITY: Fuddle Dance	80
ABILITY: Hustle Dance	100
INITIALLY LEARNT BY: 59 Scorpion, 72 Scissor beetle, 73 Beetleboy	

98 Aquapotheary

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	5
SPELL: Crack	10
ABILITY: Sultry Dance	15
SPELL: Midheal	23
ABILITY: Mist Me	33
SPELL: Crackle	45
ABILITY: Amor Seco Rain	60
ABILITY: Song of Salvation	80
ATTRIBUTE BONUS: Water Guard	100
INITIALLY LEARNT BY: 63 Khalamari kid, 99 Merman, 148 See urchin	

101 Trickster

SPELLS/ABILITIES	SKILL POINTS
SPELL: Decelerate	6
ABILITY: Double-edged Slash	12
ABILITY: Weird Dance	20
SPELL: Decelerate	31
SPELL: Dim	42
ABILITY: Breath-taking Bash	55
ABILITY: Break-dance Beat	70
ABILITY: Stupefying Strike	85
ABILITY: Blowback	100
INITIALLY LEARNT BY: 28 Trodie	

104 Graveheart

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poisonous Poke	6
ABILITY: Helm Splitter	14
ABILITY: Sleep Sock	22
ABILITY: Slowing Slug	32
ABILITY: Sweet Breath	45
ABILITY: Venomous Volley	60
SPELL: Kamikaze	80
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 173 Ghost, 176 Funghoul, 179 Mummy boy, 190 Soulspawn	

107 Bird Brain

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
SPELL: Woosh	8
SPELL: Accelerate	18
SPELL: Swoosh	28
SPELL: Insulate	40
ABILITY: Sandstorm	48
ABILITY: Multislash	63
SPELL: Insulate	80
ABILITY: Brake Wind	100
INITIALLY LEARNT BY: 98 Gargoyle, 102 Cockateer, 127 Mecha-mynah, 191 Stark raven	

110 Materialist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	7
ABILITY: Helm Splitter	14
ABILITY: Metal Slash	24
ABILITY: Hatchet Man	34
SPELL: Kabuff	46
SPELL: Bounce	61
SPELL: Kamikaze	76
SPELL: Kerplunk	100
INITIALLY LEARNT BY: 125 Anchorman, 129 Dingaling, 134 Golem, 177 Muddy hand	

111 Wulfspade**112 Wulfspade II**

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zap	5
SPELL: Oomph	11
ABILITY: Lightning Slash	18
SPELL: Spark	28
SPELL: Zapple	40
SPELL: Sag	48
ABILITY: Lightning	60
ATTRIBUTE BONUS: Lightning Guard	75

INITIALLY LEARNT BY: 201 Wulfspade

75PTS

112 Wulfspade II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	5
SPELL: Oomphle	15
ABILITY: Lightning	23
ABILITY: Thunderbolt Slash	33
ABILITY: Lightning Storm	45
SPELL: Kazap	60
SPELL: Kasag	70
ATTRIBUTE BONUS: Lightning Guard	85

INITIALLY LEARNT BY: -

113 Hawkhart

75PTS

114 Hawkhart II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	5
SPELL: Snooze	11
ABILITY: Flame Slash	19
SPELL: Frizzle	28
ABILITY: Singe	38
SPELL: Dazzle	48
ABILITY: Sear	60
ATTRIBUTE BONUS: Fire Guard	75

INITIALLY LEARNT BY: 202 Hawkhart

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizzle	5
SPELL: Dazzle	10
ABILITY: Inferno Slash	18
SPELL: Kafri	30
ABILITY: Sear	42
ABILITY: Cremate	58
SPELL: Kasnooze	70
ATTRIBUTE BONUS: Fire Guard	85
ATTRIBUTE BONUS: Frizz Guard	100

INITIALLY LEARNT BY: -

115 Diamagon

75PTS

116 Diamagon II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	5
SPELL: Midheal	13
ABILITY: Waterspout	18
ABILITY: Frost Slash	23
SPELL: Crackle	33
SPELL: Zing	48
ABILITY: Geyser	60
ATTRIBUTE BONUS: Water Guard	75

INITIALLY LEARNT BY: 204 Diamagon

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crackle	5
SPELL: Fullheal	15
ABILITY: Geyser	23
ABILITY: Blizzard Slash	33
SPELL: Kacrack	45
ABILITY: Tidal Wave	55
SPELL: Kazing	70
ATTRIBUTE BONUS: Water Guard	85
ATTRIBUTE BONUS: Crack Guard	100

INITIALLY LEARNT BY: -

117 Cluboon

75PTS

118 Cluboon II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	7
ABILITY: Stone's Throw	12
SPELL: Buff	18
ABILITY: Bomb Slash	26
SPELL: Boom	38
SPELL: Sap	48
ABILITY: Boulder Bash	60
ATTRIBUTE BONUS: Earth Guard	75

INITIALLY LEARNT BY: 203 Cluboon

SPELLS/ABILITIES	SKILL POINTS
SPELL: Boom	8
SPELL: Kabuff	16
ABILITY: Boulder Bash	24
ABILITY: Blast Slash	33
ABILITY: Boulder Toss	43
SPELL: Kasap	55
SPELL: Kaboom	70
ATTRIBUTE BONUS: Earth Guard	85
ATTRIBUTE BONUS: Bang Guard	100

INITIALLY LEARNT BY: -

119 Dragonlord

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafizzle	4
SPELL: Fullheal	9
ABILITY: Cold Blizzard	19
ABILITY: Inferno	29
ABILITY: Spooky Aura	44
ABILITY: Wave of Panic	60
ABILITY: C-C-Cold Breath	80
ABILITY: Scorch	100

INITIALLY LEARNT BY: 55 Dragonlord

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	4
SPELL: Magic Barrier	8
ABILITY: C-C-Cold Breath	15
SPELL: Kazap	23
ABILITY: Wave of Relief	33
ABILITY: Scorch	45
ABILITY: Magic Burst	70
ABILITY: Gigagash	100

INITIALLY LEARNT BY: 56 Dragovian Lord

121 Leopold

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Chilly Breath	10
SPELL: Whack	20
ABILITY: Critical Miss	30
ABILITY: Cold Blizzard	40
SPELL: Magic Frailty	55
ABILITY: Uncarnate	70
SPELL: Thwack	85
ABILITY: C-C-Cold Breath	100

INITIALLY LEARNT BY: 83 Leopold



122 Dhoulmagus

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kasap	4
ABILITY: War Cry	9
ABILITY: Bemusing Breath	14
SPELL: Bounce	24
ABILITY: Disruptive Wave	34
SPELL: Kaswoosh	46
SPELL: Kacrack	58
SPELL: Kamikaze	70
SPELL: Kasag	100

INITIALLY LEARNT BY: 112 Dhoulmagus

123 Rhapsphorne

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	5
SPELL: Kadim	10
SPELL: Kasnooze	18
SPELL: Clang	30
ABILITY: Spooky Aura	40
ABILITY: Cold Blizzard	50
SPELL: Kaswoosh	65
SPELL: Kacrack	80
ABILITY: Death Dance	100

INITIALLY LEARNT BY: 113 Rhapsphorne

124 Rhapsphorne (2nd form)

SPELLS/ABILITIES	SKILL POINTS
SPELL: Dazzle	4
ABILITY: Sweet Breath	8
ABILITY: Spooky Aura	12
ABILITY: Shadow Slash	20
ABILITY: C-C-Cold Breath	33
ABILITY: Disruptive Wave	51
SPELL: Kazammie	73
SPELL: Kaboomle	100

INITIALLY LEARNT BY: 114 Rhapsphorne (2nd form)

125 Estark

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	5
ABILITY: Multislash	11
ABILITY: Spooky Aura	19
SPELL: Kacrack	31
SPELL: Kazam	43
ABILITY: Assassin's Stab	58
ABILITY: Wave of Panic	70
ABILITY: Disruptive Wave	100

INITIALLY LEARNT BY: 144 Estark

126 Nimzo

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Blowback	5
SPELL: Kaping	10
ABILITY: Spooky Aura	15
ABILITY: Deep Breath	20
ABILITY: Inferno	35
SPELL: Kafrizz	50
SPELL: Kaboom	65
ABILITY: Scorch	80
ABILITY: Disruptive Wave	100

INITIALLY LEARNT BY: 111 Nimzo

127 Mortamor

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dazzleflash	5
ABILITY: Venom Breath	10
ABILITY: Burning Breath	20
ABILITY: Meditation	30
ABILITY: Inferno	40
SPELL: Kaboom	55
SPELL: Kazam	70
ABILITY: Disruptive Wave	100

INITIALLY LEARNT BY: 172 Mortamor

128 Captain Crow

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Penny Pincher	4
ABILITY: Klepto Clobber	8
ABILITY: Blinding Blow	13
ABILITY: Multislash	23
ABILITY: Thunderbolt Slash	35
ABILITY: Gigashash	55
ABILITY: Gigagash	85
TRAIT: Master of Weapons	100

INITIALLY LEARNT BY: 198 Captain Crow

129 Über Dark Dynamiter

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	4
SPELL: Kazam	8
SPELL: Kaboom	13
ABILITY: Inferno Slash	22
ABILITY: Blast Slash	31
ABILITY: Shadow Slash	40
SPELL: Kafizzle	60
SPELL: Kazammie	80
SPELL: Kaboomle	100

INITIALLY LEARNT BY: 111 Über Dark Dynamiter

130 Über Blessed Blizzardier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	4
SPELL: Kazap	8
SPELL: Kacrack	13
ABILITY: Gale Slash	22
ABILITY: Sacred Slash	31
ABILITY: Blizzard Slash	40
SPELL: Kaswooshle	60
SPELL: Kazapple	80
SPELL: Kacrackle	100

INITIALLY LEARNT BY: 172 Über Blessed Blizzardier

131 Über Mage

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafizzle	15
SPELL: Kazapple	30
SPELL: Kazammie	45
SPELL: Kaswooshle	60
SPELL: Kacrackle	75
SPELL: Kaboomle	90
TRAIT: Magic Scrooge	100

132 Über Breath

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sweet Breath	5
ABILITY: Blowback	11
ABILITY: Venom Breath	19
ABILITY: Bemusing Breath	27
ABILITY: Deep Breath	35
ABILITY: Burning Breath	45
ABILITY: Scorch	60
ABILITY: C-C-Cold Breath	75
ATTRIBUTE BONUS: Gobstopper Guard	100

INITIALLY LEARNT BY: 111 Über Breath

133 Über Knight

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Inferno Slash	8
ABILITY: Blast Slash	16
ABILITY: Gale Slash	24
ABILITY: Thunderbolt Slash	32
ABILITY: Blizzard Slash	40
ABILITY: Sacred Slash	48
ABILITY: Shadow Slash	56
ABILITY: Gigashash	76
ABILITY: Gigagash	100

INITIALLY LEARNT BY: 172 Über Knight

134 Über Healer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fullheal	7
SPELL: Give Magic	15
ABILITY: Mist Me	25
SPELL: Magic Barrier	35
SPELL: Multiheal	45
SPELL: Kazing	60
ABILITY: Wave of Relief	80
SPELL: Omniheal	100

135 Über Helpful

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	8
SPELL: Kabuff	16
SPELL: Decelerate	24
SPELL: Kasap	32
SPELL: Kaping	47
SPELL: Oomphle	62
SPELL: Kadim	80
SPELL: Kasag	100

136 Über Charmer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	8
SPELL: Snooze	16
SPELL: Drain Magic	25
SPELL: Kafizzle	35
SPELL: Dazzle	45
SPELL: Kasnooze	60
SPELL: Fuddle	70
SPELL: Magic Frailty	80
SPELL: Kafuddle	100

137 Wulfspade III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Critical Miss	10
SPELL: Kafuddle	20
ABILITY: Counter	32
ABILITY: Follow Suit	42
SPELL: Kamikazee	55
SPELL: Oomphle	70
SPELL: Kasag	85
SPELL: Kerplunk	100

INITIALLY LEARNT BY: 205 Wulfspade ace

138 Diamagon III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crackle	5
SPELL: Boom	10
ABILITY: Dazzleflash	20
ABILITY: Disruptive Wave	30
SPELL: Kacrack	40
SPELL: Kaboom	50
ABILITY: Gigashash	70
SPELL: Magic Burst	100

INITIALLY LEARNT BY: 208 Diamagon ace

139 Hawkhart III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Zing	12
SPELL: Midheal	20
SPELL: Multiheal	29
ABILITY: Wave of Relief	44
SPELL: Reheal	58
SPELL: Fullheal	68
SPELL: Kazing	80
SPELL: Omniheal	100

INITIALLY LEARNT BY: 206 Hawkhart ace

140 Cluboon III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	8
ABILITY: Blinding Blow	13
ABILITY: Hatchet Man	18
ABILITY: Multislash	28
ABILITY: Assassin's Stab	38
ABILITY: Gigashash	53
ABILITY: Gigagash	75
ATTRIBUTE BONUS: Dazzle Guard	100

INITIALLY LEARNT BY: 207 Cluboon ace

141 Dr Snapped

SPELLS/ABILITIES	SKILL POINTS
ABILITY: War Cry	10
SPELL: Clang	16
ABILITY: Meditation	26
ABILITY: Wave of Panic	40
SPELL: Kazammie	54
ATTRIBUTE BONUS: Decelerate Guard	64
ATTRIBUTE BONUS: Gobstopper Guard	74
SPELL: Kasag	86
ABILITY: Lightning Storm	100

INITIALLY LEARNT BY: 200 Dr Snapped

142 Attack Boost

50PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +3	4
ATTRIBUTE BONUS: Maximum HP +5	8
ATTRIBUTE BONUS: Attack +3	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Attack +5	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Attack +5	50

143 Attack Boost II

75PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Attack +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Attack +5	28
ATTRIBUTE BONUS: Maximum HP +10	36
ATTRIBUTE BONUS: Attack +10	48
ATTRIBUTE BONUS: Maximum HP +10	60
ATTRIBUTE BONUS: Attack +10	75

144 Attack Boost III

75PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +10	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Attack +10	13
ATTRIBUTE BONUS: Maximum HP +10	18
ATTRIBUTE BONUS: Attack +10	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Attack +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Attack +20	75
ATTRIBUTE BONUS: Sag Guard	100

145 Defence Boost

50PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Defence +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Defence +10	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Defence +10	50

INITIALLY LEARNT BY: Platypunk, Scorpion

50PTS

146 Defence Boost II

75PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +10	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Defence +10	14
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Defence +20	28
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Defence +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Defence +20	75

147 Defence Boost III

75PTS

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +20	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Defence +20	13
ATTRIBUTE BONUS: Maximum HP +20	18
ATTRIBUTE BONUS: Defence +20	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Defence +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Defence +20	75
ATTRIBUTE BONUS: Sap Guard	100

148 Agility Boost

50PTS

149 Agility Boost II

75PTS

150 Agility Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Agility +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Agility +10	50

INITIALLY LEARNT BY: Dracky, Bubble Slime

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +10	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Agility +10	14
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Agility +20	28
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Agility +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Agility +20	75

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +20	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Agility +20	13
ATTRIBUTE BONUS: Maximum HP +20	18
ATTRIBUTE BONUS: Agility +20	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Agility +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Agility +20	75
ATTRIBUTE BONUS: Decelerate Guard	100

151 Wisdom Boost

50PTS

152 Wisdom Boost II

75PTS

153 Wisdom Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Maximum MP +10	8
ATTRIBUTE BONUS: Wisdom +5	14
ATTRIBUTE BONUS: Maximum MP +10	20
ATTRIBUTE BONUS: Wisdom +10	29
ATTRIBUTE BONUS: Maximum MP +10	38
ATTRIBUTE BONUS: Wisdom +10	50

INITIALLY LEARNT BY: Lips, Imp

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +10	4
ATTRIBUTE BONUS: Maximum MP +20	8
ATTRIBUTE BONUS: Wisdom +10	14
ATTRIBUTE BONUS: Maximum MP +20	20
ATTRIBUTE BONUS: Wisdom +20	28
ATTRIBUTE BONUS: Maximum MP +20	36
ATTRIBUTE BONUS: Wisdom +20	48
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Wisdom +20	75

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +20	4
ATTRIBUTE BONUS: Maximum MP +20	8
ATTRIBUTE BONUS: Wisdom +20	13
ATTRIBUTE BONUS: Maximum MP +20	18
ATTRIBUTE BONUS: Wisdom +20	27
ATTRIBUTE BONUS: Maximum MP +20	36
ATTRIBUTE BONUS: Wisdom +20	48
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Wisdom +20	75
ATTRIBUTE BONUS: Dim Guard	100

154 Frizz Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Maximum HP +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Frizz Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Frizz Guard	76
TRAIT: Magic Scrooge	100

155 Bang Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Bang Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Bang Guard	76
TRAIT: Magic Scrooge	100

156 Woosh Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Woosh Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Woosh Guard	76
TRAIT: Magic Scrooge	100

157 Crack Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Crack Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Crack Guard	76
TRAIT: Magic Scrooge	100

158 Zap Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Zap Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Zap Guard	76
TRAIT: Magic Scrooge	100

INITIALLY LEARNT BY: 12 Angel Slime

159 Zam Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Zam Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
RESISTANCE: Zam Guard	76
TRAIT: Magic Scrooge	100

160 Water Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Defence +5	9
ATTRIBUTE BONUS: Maximum MP +20	15
ATTRIBUTE BONUS: Wisdom +5	22
ATTRIBUTE BONUS: Water Guard	42
ATTRIBUTE BONUS: Maximum HP +10	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Water Guard	76
TRAIT: Magic Scrooge	100

161 Thunder Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +5	4
ATTRIBUTE BONUS: Agility +5	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +20	22
ATTRIBUTE BONUS: Lightning Guard	42
ATTRIBUTE BONUS: Attack +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Lightning Guard	76
TRAIT: Magic Scrooge	100

162 Fire Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Attack +5	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum HP +10	22
ATTRIBUTE BONUS: Fire Guard	42
ATTRIBUTE BONUS: Maximum MP +20	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Fire Guard	76
TRAIT: Magic Scrooge	100

163 Earth Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Earth Guard	42
ATTRIBUTE BONUS: Defence +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Earth Guard	76
TRAIT: Magic Scrooge	100

INITIALLY LEARNT BY: 71 Treeface

164 Fire Breath Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Fire Breath Guard	42
ATTRIBUTE BONUS: Attack +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Fire Breath Guard	76
TRAIT: Magic Scrooge	100

165 Ice Breath Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Defence +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Ice Breath Guard	42
ATTRIBUTE BONUS: Defence +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Ice Breath Guard	76
TRAIT: Magic Scrooge	100

166 Whack Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Whack Guard	54
ATTRIBUTE BONUS: Whack Guard	70
TRAIT: Steady Recovery	100

167 Dazzle Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Dazzle Guard	10
ATTRIBUTE BONUS: Dazzle Guard	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Dazzle Guard	54
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Regenerator	100

168 Poison Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Poison Guard	29
ATTRIBUTE BONUS: Poison Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Steady Recovery	100

169 Drain Magic Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Drain Magic	10
Guard	
ATTRIBUTE BONUS: Maximum MP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Drain Magic	54
Guard	
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Scrooge	100

INITIALLY LEARNT BY: 182 Flyguy

170 Antimagic Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Fizzle Guard	10
ATTRIBUTE BONUS: Maximum MP +10	19
ATTRIBUTE BONUS: Wisdom +10	29
ATTRIBUTE BONUS: Fizzle Guard	54
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Regenerator	100

171 Gobstopper Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Gobstopper Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Gobstopper Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Steady Recovery	100

172

Ban Dance Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +10	4
ATTRIBUTE BONUS: Ban Dance Guard	10
ATTRIBUTE BONUS: Ban Dance Guard	19
ATTRIBUTE BONUS: Ban Dance Guard	29
ATTRIBUTE BONUS: Ban Dance Guard	54
ATTRIBUTE BONUS: Agility +10	70
TRAIT: Able Ambusher	100
INITIALLY LEARNT BY: 153 Dancing Devil	

173

Confusion Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Confusion Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Defence +10	29
ATTRIBUTE BONUS: Confusion Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Able Ambusher	100
INITIALLY LEARNT BY: 155 Lesser Demon	

174

Inaction Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Inaction Guard	10
ATTRIBUTE BONUS: Inaction Guard	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Inaction Guard	54
ATTRIBUTE BONUS: Defence +10	70
TRAIT: Able Ambusher	100

175

Paralysis Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Paralysis Guard	10
ATTRIBUTE BONUS: Paralysis Guard	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Paralysis Guard	54
ATTRIBUTE BONUS: Defence +10	70
TRAIT: Steady Recovery	100

176

Sleep Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Sleep Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Sleep Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Able Ambusher	100

177

Über Health Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	10
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Maximum HP +10	30
ATTRIBUTE BONUS: Maximum HP +20	40
ATTRIBUTE BONUS: Maximum HP +10	50
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Maximum HP +10	70
ATTRIBUTE BONUS: Maximum HP +20	80
ATTRIBUTE BONUS: Maximum HP +10	90
ATTRIBUTE BONUS: Maximum HP +20	100

178

Über Magic Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum MP +20	20
ATTRIBUTE BONUS: Maximum MP +20	30
ATTRIBUTE BONUS: Maximum MP +20	40
ATTRIBUTE BONUS: Maximum MP +20	50
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Maximum MP +20	70
ATTRIBUTE BONUS: Maximum MP +20	80
ATTRIBUTE BONUS: Maximum MP +20	90
ATTRIBUTE BONUS: Maximum MP +20	100

179

Über Attack Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +10	10
ATTRIBUTE BONUS: Attack +20	20
ATTRIBUTE BONUS: Attack +10	30
ATTRIBUTE BONUS: Attack +20	40
ATTRIBUTE BONUS: Attack +10	50
ATTRIBUTE BONUS: Attack +20	60
ATTRIBUTE BONUS: Attack +10	70
ATTRIBUTE BONUS: Attack +20	80
ATTRIBUTE BONUS: Attack +10	90
ATTRIBUTE BONUS: Attack +20	100

180

Über Defence Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +20	10
ATTRIBUTE BONUS: Defence +20	20
ATTRIBUTE BONUS: Defence +20	30
ATTRIBUTE BONUS: Defence +20	40
ATTRIBUTE BONUS: Defence +20	50
ATTRIBUTE BONUS: Defence +20	60
ATTRIBUTE BONUS: Defence +20	70
ATTRIBUTE BONUS: Defence +20	80
ATTRIBUTE BONUS: Defence +20	90
ATTRIBUTE BONUS: Defence +20	100

181

Über Agility Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +20	10
ATTRIBUTE BONUS: Agility +20	20
ATTRIBUTE BONUS: Agility +20	30
ATTRIBUTE BONUS: Agility +20	40
ATTRIBUTE BONUS: Agility +20	50
ATTRIBUTE BONUS: Agility +20	60
ATTRIBUTE BONUS: Agility +20	70
ATTRIBUTE BONUS: Agility +20	80
ATTRIBUTE BONUS: Agility +20	90
ATTRIBUTE BONUS: Agility +20	100

182

Über Wisdom Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +20	10
ATTRIBUTE BONUS: Wisdom +20	20
ATTRIBUTE BONUS: Wisdom +20	30
ATTRIBUTE BONUS: Wisdom +20	40
ATTRIBUTE BONUS: Wisdom +20	50
ATTRIBUTE BONUS: Wisdom +20	60
ATTRIBUTE BONUS: Wisdom +20	70
ATTRIBUTE BONUS: Wisdom +20	80
ATTRIBUTE BONUS: Wisdom +20	90
ATTRIBUTE BONUS: Wisdom +20	100

183

Über Heat Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Frizz Guard	70
ATTRIBUTE BONUS: Fire Breath Guard	100

184 Über Cold Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Crack Guard	70
ATTRIBUTE BONUS: Cold Breath Guard	100

185 Über Windblast Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Woosh Guard	70
ATTRIBUTE BONUS: Bang Guard	100

186 Über Darklight Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Zap Guard	70
ATTRIBUTE BONUS: Zam Guard	100

187 Warrior

SPELLS/ABILITIES	SKILL PTS
ABILITY: Helm Splitter	5
ATTRIBUTE BONUS: Maximum HP +10	10
ABILITY: Metal Slash	17
ATTRIBUTE BONUS: Attack +10	24
ABILITY: Dragon Slash	32
ATTRIBUTE BONUS: Maximum HP +10	40
ABILITY: Multislash	49
ATTRIBUTE BONUS: Attack +10	59
ABILITY: Hatchet Man	70
TRAIT: Master of Weapons	100

188 Mage

SPELLS/ABILITIES	SKILL PTS
SPELL: Swoosh	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Frizzle	17
ATTRIBUTE BONUS: Wisdom +10	24
SPELL: Crackle	32
ATTRIBUTE BONUS: Maximum MP +20	40
SPELL: Boom	49
ATTRIBUTE BONUS: Wisdom +10	59
SPELL: Kafizzle	70
TRAIT: Magic Regenerator	100

189 Priest

SPELLS/ABILITIES	SKILL PTS
SPELL: Heal	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Squelch	17
ATTRIBUTE BONUS: Wisdom +5	24
SPELL: Midheal	32
ATTRIBUTE BONUS: Maximum MP +10	40
SPELL: Zing	49
ATTRIBUTE BONUS: Wisdom +20	59
SPELL: Whack	70
TRAIT: Magic Regenerator	100

190 Martial Artist

SPELLS/ABILITIES	SKILL PTS
ABILITY: Heart Breaker	5
ATTRIBUTE BONUS: Maximum HP +10	10
ABILITY: Body Slam	17
ATTRIBUTE BONUS: Attack +10	24
ABILITY: Mercurial Thrust	32
ATTRIBUTE BONUS: Agility +20	40
ABILITY: Defending Champion	49
ATTRIBUTE BONUS: Attack +10	59
ABILITY: Double Up	70
TRAIT: Able Ambusher	100

191 Sage

SPELLS/ABILITIES	SKILL PTS
SPELL: Zapple	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Zammle	17
ATTRIBUTE BONUS: Wisdom +10	24
ABILITY: Dazzleflash	32
ATTRIBUTE BONUS: Maximum MP +20	40
SPELL: Multithread	49
ATTRIBUTE BONUS: Wisdom +20	59
ABILITY: Wave of Relief	70
TRAIT: Magic Scrooge	100

192 Thief

SPELLS/ABILITIES	SKILL PTS
SPELL: Accelerate	5
ATTRIBUTE BONUS: Agility +10	10
ABILITY: Klepto Clobber	17
ATTRIBUTE BONUS: Agility +10	24
SPELL: Accelerate	32
ATTRIBUTE BONUS: Agility +10	40
ABILITY: Penny Pincher	49
ATTRIBUTE BONUS: Agility +10	59
ABILITY: Dodgy Dance	70
ATTRIBUTE BONUS: Decelerate Guard	100

LEARNING SKILLS

YOU CAN ONLY LEARN CERTAIN SKILLS BY COMPLETING OR GETTING SO MANY POINTS IN A NUMBER OF OTHER SKILLS. THE FOLLOWING TABLE SHOWS HOW MANY POINTS YOU NEED IN THE SKILLS ON THE RIGHT TO EARN THE SKILL ON THE LEFT. IF WE DO NOT GIVE A NUMBER OF POINTS, IT MEANS YOU MUST COMPLETE THAT SKILL.

SKILL	PTS NEEDED IN OTHER SKILLS
49 FIREWIND SLASHES	53 FIRE FIGHTER (23 PTS) + 54 BOOM BOXER (18 PTS) + 55 WIND BLOWER (26 PTS)
50 THUNDERWIND SLASHES	55 WIND BLOWER (26 PTS) + 58 DARK KNIGHT (11 PTS) + 106 DRAGON LORE (64 PTS) 55 WIND BLOWER (26 PTS) + 58 DARK KNIGHT (11 PTS) + 111 WULFSPADE (18 PTS)
51 ICEPLOSION SLASHES	54 BOOM BOXER (18 PTS) + 56 ICEMEISTER (17 PTS) + 57 WHITE KNIGHT (12 PTS)
52 DARKLIGHT SLASHES	55 WIND BLOWER (26 PTS) + 57 WHITE KNIGHT (12 PTS) + 58 DARK KNIGHT (11 PTS)
59 HEALER	61 CLEANSER + 61 CLEANSER
61 CLEANSER	59 HEALER + 59 HEALER
129 ÜBER DARK DYNAMITER	3 FRIZZ & BANG III + 125 ESTARK 6 FRIZZ & WOOSH III + 124 RHAPTHORNE (2ND FORM) 9 FRIZZ & ZAP III + 124 RHAPTHORNE (2ND FORM) 33 WOOSH & ZAM III + 126 NIMZO 39 CRACK & ZAM III + 126 NIMZO
130 ÜBER BLESSED BLIZZARDIER	9 FRIZZ & ZAP III + 122 DHOULMAGUS 9 FRIZZ & ZAP III + 123 RHAPTHORNE 21 BANG & ZAP III + 122 DHOULMAGUS 21 BANG & ZAP III + 123 RHAPTHORNE 27 WOOSH & CRACK III + 112 WULSPADE II 27 WOOSH & CRACK III + 120 DRAGOVIAN LORD 30 WOOSH & ZAP III + 116 DIAMAGON II 30 WOOSH & ZAP III + 125 ESTARK
131 ÜBER MAGE	6 FRIZZ & WOOSH III + 36 CRACK & ZAP III + 124 RHAPTHORNE (2ND FORM) 9 FRIZZ & ZAP III + 27 WOOSH & CRACK III + 124 RHAPTHORNE (2ND FORM) 129 ÜBER DARK DYNAMITER + 130 ÜBER BLESSED BLIZZARDIER
132 ÜBER BREATH	42 FIRE III + 45 ICE III + 104 GRAVEHEART 42 FIRE III + 45 ICE III + 79 BAD BREATH 48 BREATH III + 79 BAD BREATH 79 BAD BREATH + 119 DRAGOVIAN LORD 79 BAD BREATH + 124 RHAPTHORNE (2ND FORM)
133 ÜBER KNIGHT	49 FIREWIND SLASHES + 50 THUNDERWIND SLASHES + 51 ICEPLOSION SLASHES + 52 DARKLIGHT SLASHES 49 FIREWIND SLASHES + 52 DARKLIGHT SLASHES + 128 CAPTAIN CROW 53 FIRE FIGHTER + 54 BOOM BOXER + 55 WIND BLOWER + 56 ICEMEISTER + 57 WHITE KNIGHT + 58 DARK KNIGHT 97 CLERIC + 140 CLUBOON III 128 CAPTAIN CROW + 140 CLUBOON III
134 ÜBER HEALER	59 HEALER + 60 CURE-ALL + 73 BOLSTERER 59 HEALER + 61 CLEANSER + 97 CLERIC 59 HEALER + 65 MAGE AID + 60 CURE-ALL 59 HEALER + 65 MAGE AID + 73 BOLSTERER 59 HEALER + 65 MAGE AID + 74 BARRICADE 59 HEALER + 65 MAGE AID + 85 CRUSADER 60 CURE-ALL + 85 CRUSADER + 97 CLERIC
135 ÜBER HELPFUL	62 CHAMPION + 63 DEFENDER + 192 THIEF 66 FORTIFIER + 67 ENFEEBLER + 68 SABOTEUR 68 SABOTEUR + 192 THIEF
136 ÜBER CHARMER	76 HYPNOTIST + 75 SEAL 76 HYPNOTIST + 78 FEAR-MONGER 76 HYPNOTIST + 96 COLD SLEEP 76 HYPNOTIST + 105 DIABOLIST 76 HYPNOTIST + 109 HIVE MIND 76 HYPNOTIST + 188 MAGE
177 ÜBER HEALTH BOOST	144 ATTACK BOOST III + 190 MARTIAL ARTIST
178 ÜBER MAGIC BOOST	153 WISDOM BOOST III + 188 MAGE
179 ÜBER ATTACK BOOST	144 ATTACK BOOST III + 187 WARRIOR
180 ÜBER DEFENCE BOOST	147 DEFENCE BOOST III + 189 PRIEST
181 ÜBER AGILITY BOOST	150 AGILITY BOOST III + 192 THIEF
182 ÜBER WISDOM BOOST	153 WISDOM BOOST III + 191 SAGE
183 ÜBER HEAT WARD	154 FRIZZ WARD + 164 FIRE BREATH WARD
184 ÜBER COLD WARD	157 CRACK WARD + 165 ICE BREATH WARD
185 ÜBER WINDBLAST WARD	155 BANG WARD + 156 WOOSH WARD
186 ÜBER DARKLIGHT WARD	158 ZAP WARD + 159 ZAM WARD



SPELLS AND ABILITIES

Kelper comes back to life!

Attack Spells

SPELL	DESCRIPTION	MP USED
Frizz	Singes a single enemy with a small fireball.	2
Frizzle	Burns a single enemy with a large fireball.	4
Kafrizz	Incinerates a single enemy with a huge fireball.	10
Kafrizzle	Cremates a single enemy with an enormous fireball.	30
Bang	Damages all enemies with a small explosion.	5
Boom	Engulfs all enemies in a large explosion.	8
Kaboom	Blasts all enemies with a massive explosion.	15
Kaboomle	Blasts all enemies with an incredibly violent explosion.	45
Woosh	Flays all enemies with a small whirlwind.	3
Swoosh	Flays all enemies with a large whirlwind.	5
Kaswoosh	Flays all enemies with a mighty whirlwind.	12
Kaswooshle	Flays all enemies with a ferociously destructive whirlwind.	36
Crack	Pierces a single enemy with sharp icicles.	3
Crackle	Pelts all enemies with sharp icicles.	5
Kacrack	Rips into all enemies with a hail of razor-sharp icicles.	12
Kacrackle	Skewers all enemies with a barrage of razor-sharp icicles.	36
Zap	Strikes a single enemy with holy lightning.	4
Zapple	Strikes a single enemy with hallowed lightning.	6
Kazap	Strikes a single enemy with sacred lightning.	10
Kazapple	Strikes a single enemy with divine lightning.	30
Zam	Strikes a single enemy with dark lightning.	4
Zammle	Strikes a single enemy with hellish lightning.	6
Kazam	Strikes a single enemy with abyssal lightning.	10
Kazammle	Strikes a single enemy with stygian lightning.	30
Magic Burst	Unleashes all remaining magic power in a fearsome explosion	Rest of MP

Attack Abilities

ABILITY	DESCRIPTION	MP USED
Fire Breath	Blows hot breath at all enemies.	3
Flame Breath	Blows fiery breath at all enemies.	5
Inferno	Blows blazing breath at all enemies.	12
Scorch	Blows scorching breath at all enemies.	36
Cool Breath	Blows cool breath at all enemies.	3
Chilly Breath	Blows chilly breath at all enemies.	5
Cold Blizzard	Blows cold breath at all enemies.	12
C-C-Cold Breath	Blows f-f-freezing breath at all enemies.	36
Flame Slash	Slices an enemy with a fiery slash.	2
Inferno Slash	Slices an enemy with a blazing slash.	4
Bomb Slash	Slices an enemy with an explosive slash.	2
Blast Slash	Slices an enemy with a devastatingly explosive slash.	4
Gust Slash	Slices an enemy with a tailwind-inducing slash.	2
Gale Slash	Slices an enemy with a howling wind slash.	4
Frost Slash	Slices an enemy with a chilling slash.	2
Blizzard Slash	Slices an enemy with a freezing slash.	4
Hallowed Slash	Slices an enemy with a slash imbued with holy energy.	2
Sacred Slash	Slices an enemy with a most divine slash.	4
Gigashash	A legendary technique for cutting down a single enemy.	16
Shade Slash	Slices an enemy with a slash infused with dark energy.	2
Shadow Slash	Slices an enemy with a hellishly dark slash.	4
Lightning Slash	Slices an enemy with an electrically-charged slash.	2
Thunderbolt Slash	Slices an enemy with an electrocuting slash.	4
Weakening Wallop	An attack that can decrease the target's attack power.	4
Helm Splitter	A skull-splitting smash that lowers an enemy's defence.	0
Slowing Slug	An attack that can decrease the target's agility.	4
Stupefying Strike	An attack that can decrease the target's wisdom.	4
Body Slam	Deals heavy damage to the target and the user.	1
One-on-One	Reduces both the target and the user's HP to 1.	1
Assassin's Stab	A technique that can sometimes fell an enemy with one blow.	8
Blinding Blow	An attack that can decrease the target's accuracy.	4
Poisonous Poke	An attack that can poison its target.	2
Venomous Volley	An attack that can envenomate its target.	4
Breathtaking Bash	An attack that can stop the target from using breath attacks.	4

ABILITY	DESCRIPTION	MP USED
Break-dance Beat	An attack that can stop the target performing dancing attacks.	4
Baffling Bonk	An attack that can confuse its target.	3
Heart Breaker	An attack that can cause the target to miss a turn.	2
Paralysing Punch	An attack that can paralyse its target.	3
Sleep Sock	An attack that can put its target to sleep.	2
Metal Slash	An attack that can damage enemies with metal bodies.	2
Dragon Slash	An attack that deals heavy damage to dragons.	2
Uncarnate	An attack that deals heavy damage to Incarni.	2
Mercurial Thrust	A lightning-fast strike that allows its user to attack first.	2
Hatchet Man	An unpredictable attack that can deal critical damage if it connects.	3
Multislash	Damages all enemies with a single slash.	5
Penny Pincher	An attack that can steal gold coins as it inflicts damage.	2
Klepto Clobber	An attack that can steal an item as it inflicts damage.	0
Double-edged Slash	Deals massive damage to an enemy, but attacker takes some damage too.	2
Double Up	Deals double damage while halving the user's defence for one turn.	1
Gigagash	A legendary technique for cutting down all enemies.	55
Waterspout	Sprays a powerful jet of water at a single enemy.	5
Geyser	Blasts all enemies with a powerful jet of water.	10
Tidal Wave	Overwhelms all enemies with a devastating deluge.	32
Spark	Strikes a single enemy with lightning.	6
Lightning	Strikes all enemies with powerful lightning.	10
Lightning Storm	Strikes all enemies with devastating thunderbolts.	32
Singe	Lightly flambés a single enemy.	5
Sear	Badly chars all enemies.	10
Crename	Consumes all enemies in a towering inferno.	32
Stone's Throw	Hurls a rock at a single enemy.	4
Boulder Bash	Pierces the enemy with deadly rocks.	8
Boulder Toss	Hurls jagged rocks at all enemies.	32

Death Spells

SPELL	DESCRIPTION	MP USED
Whack	A cursed incantation that can send a single enemy to the hereafter.	8
Thwack	A cursed incantation that can send all enemies to the hereafter.	12
Kamikazee	Sacrifices caster's own life in an attempt to destroy all enemies.	1
Death Dance	A dance that can send all enemies to the hereafter.	6

Status Ailment Spells

SPELL	DESCRIPTION	MP USED
Sag	Decreases the attack of a single enemy.	6
Kasag	Slightly decreases the attack of all enemies.	10
Sap	Decreases the defence of a single enemy.	3
Kasap	Slightly decreases the defence of all enemies.	4
Decelerate	Decreases the agility of a single enemy.	3
Decelerable	Slightly decreases the agility of all enemies.	4
Dim	Decreases the wisdom of a single enemy.	3
Kadim	Slightly decreases the wisdom of all enemies.	4
Magic Frailty	Decreases all enemies' resistance to offensive spells.	4
Dazzle	Envelops all enemies in illusions.	3
Drain Magic	Steals MP from a single enemy.	0
Fizzle	Prevents a single enemy from using magic.	2
Kafizzle	Prevents all enemies from using magic.	3
Fuddle	Sends a single enemy into confusion.	5
Kafuddle	Sends all enemies into confusion.	10
Snooze	Puts a single enemy to sleep.	3
Kasnooze	Puts all enemies into a deep sleep.	8
Poison Breath	A toxic cloud that can poison all enemies.	3
Venom Breath	A deadly haze that can envenomate all enemies.	4
Bemusing Breath	A boisterous belch that can confuse all enemies.	4
Burning Breath	A blistering burp that can paralyse all enemies.	4
Sweet Breath	A fragrant sigh that puts all enemies to sleep.	3
Weird Dance	A dance that can decrease a single enemy's MP.	0
Tap Dance	A dance that can steal MP from a single enemy.	0
Fuddle Dance	A dance that can confuse all enemies.	4
Sultry Dance	A dance that can entice a single enemy to start dancing.	2
Spooky Aura	Reduces all enemies' resistance to magic.	2
Wave of Panic	Impairs the attributes of a single enemy.	7
Sandstorm	Kicks sand in the eyes of all enemies, reducing their accuracy.	2
Dazzleflash	Emits a glaring light that reduces all enemies' accuracy.	2
Gobstopper	Prevents a single enemy from using breath attacks.	6
Ban Dance	Prevents all enemies from dancing.	6
Tongue Lashing	Reduces a single enemy's defence with a lusty licking.	4
War Cry	A hideous battle cry that paralyses all enemies with fear.	3
Critical Miss	Prevents an enemy from landing critical hits.	5
Disruptive Wave	Removes all magical effects from all enemies.	7

Healing and Reviving Spells

SPELL	DESCRIPTION	MP USED
Heal	Restores around 30 HP to a single ally.	2
Midheal	Restores around 75 HP to a single ally.	4
Fullheal	Restores all HP to a single ally.	8
Multiheal	Restores around 90 HP to all allies.	12
Omniheal	Restores all HP to all allies.	36
Reheal	Restores some HP after each action.	2
Squelch	Cures a single ally of the effects of poison.	2
Tingle	Cures all allies of the effects of sleep and paralysis.	2
Zing	Resurrects a fallen ally with a 50% chance of success.	8
Kazing	Resurrects a fallen ally.	15
Kerplunk	Sacrifices the caster's life to resurrect all allies.	Caster dies
Share Magic	Gives half the caster's MP to another ally.	Varies
Give Magic	Gives all the caster's MP to another ally.	Varies
Hustle Dance	Restores around 80 HP to all allies.	6
Kerplunk Dance	Resurrects all allies at the cost of the dancer's own life.	Caster dies
Meditation	Restores up to 400 HP to the user.	8
Amor Seco Rain	A revitalising shower that heals all allies on the next turn.	15
Song of Salvation	A song that revives all allies on the next turn.	15

Beneficial Status Effect Spells

SPELL	DESCRIPTION	MP USED
Oomph	Increases the attack of a single ally.	6
Oomphle	Slightly increases the attack of all allies.	10
Buff	Increases the defence of a single ally.	3
Kabuff	Slightly increase the defence of all allies.	4
Accelerate	Increases the agility of a single ally.	3
Accelerate	Slightly increases the agility of all allies.	4
Ping	Increases the wisdom of a single ally.	3
Kaping	Slightly increases the wisdom of all allies.	4
Insulate	Protects one ally from fire and ice breath attacks.	2
Insulatlie	Protects all allies from fire and ice breath attacks.	4
Bounce	Forms a protective barrier that reflects the enemy's and team's spells alike.	4
Magic Barrier	Forms a barrier that reduces the effectiveness of foes' offensive spells.	4
Clang	Forms an impenetrable wall that nullifies all of the enemy's attacks.	2
Deep Breath	Increases the attack power of your next breath attack.	0
Blowback	Counters a breath attack by sending it back at the enemy.	2
Dodgy Dance	Prepares the dancer to take evasive manoeuvre.	1
Brake Wind	Creates a barrier that deflects the next breath attack.	10
Follow Suit	Gain the next enemy spell or ability used for the rest of the battle.	10
Defending Champion	A defensive ability that greatly reduces damage taken.	3
Counter	Poise to strike an enemy with a counter-attack.	64
Mist Me	Creates a shield that blocks a single attack of almost any kind.	10
Wave of Relief	Removes most ailments from all allies.	7



WIGHT KING

The Hero's Abilities

The hero learns a few abilities as he makes his way through the adventure. Each of these is learned after completing one of the four shrines. Use these by selecting Spells and Abilities from the main menu.

ABILITY	DESCRIPTION
Zoom	Teleports you to the last scouting post you visited. (Only works outside.)
Evac	Teleports you out of towers, caves, and dungeons.
Whistle	Calls nearby monsters with a cheerful whistle.
Vanish	Hides your presence from monsters.

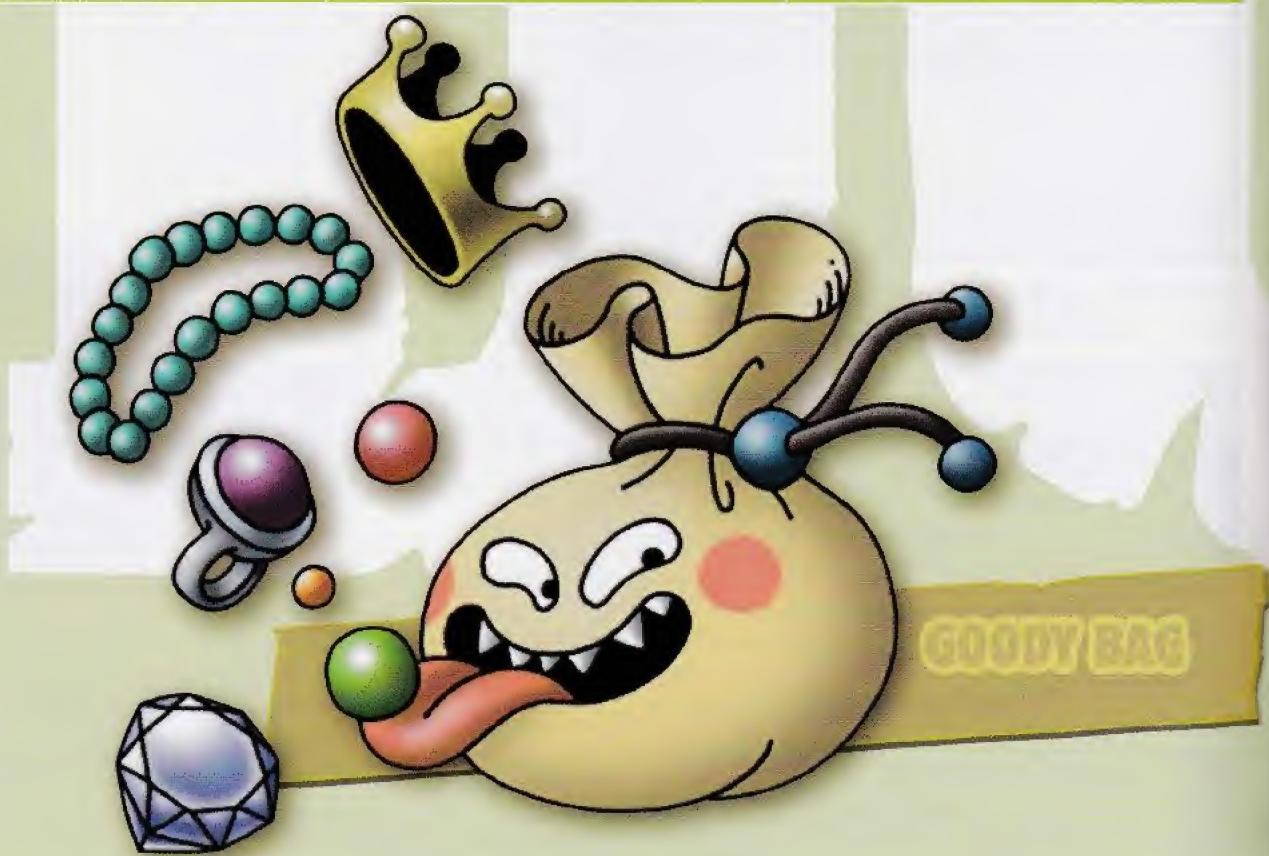
TRAITS

Some liquid metal slimes draw near!

The following table lists all of the traits in the game, which monster types have each trait, and which skills teach each trait.

TRAIT	DESCRIPTION	MONSTERS WITH TRAIT	SKILLS THAT TEACH TRAIT
Artful Dodger	Doubles your chance of dodging an attack.	6 Drake slime, 12 Angel slime, 15 Dragon slime, 19 Dark slime, 31 Dragonthorn, 34 Snapdragon, 39 Seasaur, 42 Sea dragon, 46 Abyss diver, 47 Megalodon, 58 Wild boarfish, 61 Chimaera, 66 Hell hornet, 67 Eveel, 69 Hades condor, 74 Giant moth, 79 Garuda, 83 Leopold, 84 Empyrea, 94 Night emperor, 98 Gargoyle, 113 Raphthorne, 114 Raphthorne (2nd Form), 127 Mecha-mynah, 145 Dracky, 157 Great dracky, 170 Malroth, 173 Ghost, 181 Phantom fencer, 182 Flyguy, 187 Phantom swordsman, 191 Stark raven	None
Metal Body	Damage from physical attacks is reduced by 1/3.	10 Metal slime, 18 Liquid metal slime, 23 Metal kaiser slime, 24 Metal king slime, 25 Darkonium slime, 27 Gem slime	None
Psycho	Gain ability to Psyche Up.	8 Wild slime, 13 Behemoth slime, 20 Dark slime knight, 26 Grandpa slime, 28 Trode, 33 Nardragon, 54 Alabast dragon, 55 Dragonlord, 62 Spiked hare, 65 Great sabrecub, 70 Great sabrecat, 72 Scissor beetle, 73 Beetleboy, 80 Beetlebully, 86 Mischievous mole, 88 Hammerhood, 96 Brownie, 105 Moosifer, 107 Buffalogre, 110 Don mole, 112 Dhoulmagus, 114 Raphthorne (2nd Form), 126 Gold golem, 134 Golem, 143 Psaro, 168 Robbin' hood, 170 Malroth, 185 Restless armour, 186 Hellhound, 196 Dullahan, 198 Captain Crow, 200 Dr Snapped, 201 Wulfsblade, 202 Hawkhart, 203 Cluboon, 204 Diamagon, 205 Wulfsblade ace, 206 Hawkhart ace, 207 Cluboon ace, 208 Diamagon ace, 209 Ace of Spades, 210 Wildcard	None
Double Trouble	Go twice when you let the monster loose on AI.	111 Nimzo, 140 Killing machine, 144 Estark, 164 Jamirus, 166 Demon-at-arms, 167 Belial, 171 Zoma, 194 Roseguardin, 199 Orgodemir, 200 Dr Snapped	None
Critical Massacre	Doubles your chance of making a critical hit.	1 Slime, 16 King slime, 41 Hacksaurus, 43 Tyrantosaurus, 56 Dragovian lord, 59 Scorpion, 75 Gorerilla, 95 Weartiger, 133 Mimic, 135 Living statue, 139 Trap box, 163 Boss troll, 169 Night clubber	None
Metal Beater	Increases damage dealt to a metal enemy by 1.	130 Hunter mech, 154 Headhunter, 72 Anti-metal, 84 Bounty Hunter	
Fly Swatter	Ignore special agility bonus of flying monster, attack as if non-flying monster.	102 Cockateer	None
Last Word	Your action comes last.	104 Gigantes, 142 Ruin	None
Early Bird	Your action comes first.	70 Great sabrecat, 78 Riptide, 89 Fencing fox	None
Counterstriker	Counter physical attacks.	9 Slime knight, 11 Metal slime knight, 28 Trode, 68 Bullfinch, 178 Demonrider, 189 Grim rider, 195 Bone baron	None
Poisoner	Poison enemies with attack.	2 Bubble slime, 22 King bubble slime, 67 Eveel, 74 Giant moth	None
Paralyser	Paralyze enemies with attack.	59 Scorpion, 66 Hell hornet	None
Escape Artist	Flee is always successful—except in boss battles.	10 Metal slime, 18 Liquid metal slime, 23 Metal kaiser slime, 24 Metal king slime, 25 Darkonium slime, 27 Gem slime, 32 Argon lizard	None

TRAIT	DESCRIPTION	MONSTERS WITH TRAIT	SKILLS THAT TEACH TRAIT
Steady Recovery	Regain 10% of max HP each round.	71 Treeface, 172 Mortamor	102 Slimer, 166 Whack Ward, 168 Poison Ward, 171 Gobstopper Ward, 175 Paralysis Ward
Magic Regenerator	Regain 10% of max MP each round.	26 Grandpa slime, 40 Red dragon, 47 Megalodon, 172 Mortamor	167 Dazzle Ward, 170 Antimagic Ward, 188 Mage, 189 Priest
Health Professional	Healing magic costs 10% less to cast and you get healed 10% more.	4 Healslime, 17 Cureslime, 21 King cureslime, 148 See urchin	None
Frizzmeister	Frizz magic costs 10% less to cast and deals 10% more damage.	5 She-slime, 14 Beshemeth slime, 117 Dancing flame, 174 Firespirit	None
Bangmeister	Bang magic costs 10% less to cast and deals 10% more damage.	119 Spitnik, 149 Imp, 162 Archdemon, 167 Belial	None
Wooshmeister	Woosh magic costs 10% less to cast and deals 10% more damage.	100 Diemon, 159 Wrecktor	None
Crackmeister	Crack magic costs 10% less to cast and deals 10% more damage.	64 Jailcat, 118 Frostburn	None
Zapmeister	Zap magic costs 10% less to cast and deals 10% more damage.	12 Angel slime, 84 Empyrea	None
Zammeister	Zam magic costs 10% less to cast and deals 10% more damage.	19 Dark slime, 20 Dark slime knight, 116 Shadow, 161 Fallen priest	None
Desperado	Double your chance of making a critical hit when your life is less than 1/4.	13 Behemoth slime, 14 Beshemeth slime, 56 Dragovian lord, 123 Cannibox, 147 Winky	None
Able Ambusher	Doubles your chance of a preemptive strike on the enemy.	93 Jumping jackal, 160 Lethal armour	172 Ban Dance Ward, 173 Confusion Ward, 174 Inaction Ward, 176 Sleep Ward, 190 Martial Artist
Magic Miser	Magic consumption reduced to 3/4.	None	154 Frizz Ward, 155 Bang Ward, 156 Woosh Ward, 157 Crack Ward, 158 Zap Ward, 159 Zam Ward, 160 Water Ward, 161 Thunder Ward, 162 Fire Ward, 163 Earth Ward, 164 Fire Breath Ward, 165 Ice Breath Ward
Magic Scrooge	Magic consumption reduced to 1/2.	None	131 Über Mage, 154 Frizz Ward, 155 Bang Ward, 156 Woosh Ward, 157 Crack Ward, 158 Zap Ward, 159 Zam Ward, 160 Water Ward, 161 Thunder Ward, 162 Fire Ward, 163 Earth Ward, 164 Fire Breath Ward, 165 Ice Breath Ward, 169 Drain Magic Ward, 191 Sage
Master of Weapons	Equip any weapon.	None	128 Captain Crow, 187 Warrior



Glop
ng bubble slime Rank A +5
65 HP: 844 / 844 MP: 513 / 513

aits
Poisoner

esistances
Woosh Damage ↓25%
Zap Damage ↓25%
Poisonproof
Paralysisproof
Dim Resistance ↑25%



RESISTANCES

RESISTANCES

The following is a list of the resistances that the monster types possess. There are four types of resistances:

PROOF: THE MONSTER IS RESISTANT TO THAT TYPE OF MAGIC.

HEALED BY: THE MONSTER IS HEALED BY THAT TYPE OF MAGIC.

VULNERABLE TO: THE MONSTER TAKES EXTRA DAMAGE FROM THAT TYPE OF MAGIC.

DAMAGE DOWN XX%: DAMAGE IS REDUCED BY A PERCENTAGE OF THAT TYPE OF MAGIC.

RESISTANCE UP XX%: INCREASES RESISTANCE TO STATUS AILMENTS SUCH AS POISON OR SLEEP.

Attack Magicproof (except Magic Burst)
Bangproof
Confusionproof
Crackproof
Dazzleproof
Decelerateproof
Drain Magicproof
Fire Breathproof
Fizzleproof
Frizzproof
Healed by Bang
Healed by Crack
Healed by Earth
Healed by Fire
Healed by Fire Breath
Healed by Frizz
Healed by Ice Breath
Healed by Lightning
Healed by Water
Healed by Zam
Healed by Zap
Ice Breathproof
Inactionproof
Paralysisproof

Poisonproof
Practically Invincible
Sagproof
Sleepproof
Vulnerable to Bang
Vulnerable to Confuse
Vulnerable to Crack
Vulnerable to Earth
Vulnerable to Fire
Vulnerable to Fizzle
Vulnerable to Frizz
Vulnerable to Inaction
Vulnerable to Lightning
Vulnerable to Sag
Vulnerable to Sleep
Vulnerable to Water
Vulnerable to Whack
Vulnerable to Zam
Vulnerable to Zap
Whackproof
Wooshproof
Zammproof



STRENGTH RATINGS

This table ranks the monsters by their strength rating. Refer to the synthesis section of this guide for more information on this rating. The last column shows if the monster can be created through normal synthesis.

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS	STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
1	1 Slimy	Slime		46	7 Snail slime	Slime	Yes
2	29 Komodo	Dragon	Yes	47	35 Jargon	Dragon	Yes
3	57 Capsichum	Nature		48	64 Jailcat	Nature	Yes
4	85 Platypunk	Beast	Yes	49	91 Orc	Beast	Yes
5	115 Bag o' laughs	Material	Yes	50	122 Cannibox	Material	Yes
6	145 Dracky	Demon	Yes	51	151 Frogface	Demon	Yes
7	173 Ghost	Undead	Yes	52	180 Skipper	Undead	Yes
8	2 Bubble slime	Slime	Yes	53	8 Wild slime	Slime	Yes
9	30 Frou-fry	Dragon	Yes	54	36 Green dragon	Dragon	Yes
10	58 Wild boarfish	Nature	Yes	55	65 Great sabrecub	Nature	Yes
11	86 Mischievous mole	Beast	Yes	56	123 Cannibox	Material	
12	116 Shadow	Material	Yes	57	92 Pan piper	Beast	
13	146 Lips	Demon	Yes	58	37 Skelegon	Dragon	
14	174 Firespirit	Undead	Yes	59	93 Jumping jackal	Beast	Yes
15	3 Shell slime	Slime	Yes	60	124 Rockbomb	Material	Yes
16	31 Dragonthorn	Dragon	Yes	61	152 Dessert demon	Demon	
17	59 Scorpion	Nature		62	153 Dancing devil	Demon	Yes
18	60 Crabid	Nature	Yes	63	181 Phantom fencer	Undead	Yes
19	87 Satyr	Beast	Yes	64	125 Anchorman	Material	
20	117 Dancing flame	Material	Yes	65	9 Slime knight	Slime	Yes
21	147 Winky	Demon	Yes	66	38 Green dragon	Dragon	Yes
22	175 Stump chump	Undead	Yes	67	10 Metal slime	Slime	
23	4 Healslime	Slime	Yes	68	66 Hell hornet	Nature	Yes
24	32 Argon lizard	Dragon	Yes	69	94 Night emperor	Beast	Yes
25	61 Chimaera	Nature	Yes	70	126 Gold golem	Material	Yes
26	118 Frostburn	Material		71	154 Headhunter	Demon	Yes
27	88 Hammerhood	Beast	Yes	72	182 Flyguy	Undead	Yes
28	119 Spitnik	Material	Yes	73	11 Metal slime knight	Slime	Yes
29	148 See urchin	Demon	Yes	74	39 Seasaur	Dragon	Yes
30	176 Funghoul	Undead	Yes	75	67 Evel	Nature	Yes
31	5 She-slime	Slime	Yes	76	95 Weartiger	Beast	Yes
32	33 Nardragon	Dragon	Yes	77	96 Brownie	Beast	
33	62 Spiked hare	Nature	Yes	78	127 Mecha-mynah	Material	Yes
34	89 Fencing fox	Beast	Yes	79	155 Lesser demon	Demon	Yes
35	120 Goodybag	Material	Yes	80	183 Skeleton	Undead	Yes
36	149 Imp	Demon	Yes	81	12 Angel slime	Slime	Yes
37	177 Muddy hand	Undead	Yes	82	13 Behemoth slime	Slime	
38	6 Drake slime	Slime	Yes	83	40 Red dragon	Dragon	Yes
39	34 Snapdragon	Dragon	Yes	84	14 Beshemeth slime	Slime	
40	63 Khalamari kid	Nature	Yes	85	68 Bullfinch	Nature	Yes
41	90 Chainine	Beast	Yes	86	97 Bodkin archer	Beast	Yes
42	121 King kelp	Material	Yes	87	128 Mud mannequin	Material	Yes
43	150 Lump wizard	Demon	Yes	88	156 Gryphon	Demon	Yes
44	178 Demonrider	Undead		89	184 Walking corpse	Undead	Yes
45	179 Mummy boy	Undead	Yes	90	15 Dragon slime	Slime	Yes
				91	41 Hacksaurus	Dragon	Yes

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
92	69 Hades condor	Nature	Yes
93	98 Gargoyle	Beast	
94	99 Merman	Beast	Yes
95	157 Great dracky	Demon	
96	70 Great sabrebat	Nature	
97	129 Dingaling	Material	Yes
98	158 Octavian sentry	Demon	Yes
99	16 King slime	Slime	
100	185 Restless armour	Undead	Yes
101	42 Sea dragon	Dragon	
102	186 Hellhound	Undead	
103	100 Diemon	Beast	
104	17 Cureslime	Slime	Yes
105	130 Hunter mech	Material	
106	43 Tyrannosaurus	Dragon	Yes
107	18 Liquid metal slime	Slime	
108	71 Treeface	Nature	Yes
109	101 Notso macho	Beast	Yes
110	131 Puppeteer	Material	Yes
111	72 Scissor beetle	Nature	
112	44 Metal dragon	Dragon	
113	159 Wrecktor	Demon	Yes
114	45 Great argon lizard	Dragon	
115	187 Phantom swordsman	Undead	
116	188 Skeleton soldier	Undead	Yes
117	19 Dark slime	Slime	Yes
118	46 Abyss diver	Dragon	Yes
119	73 Beetleboy	Nature	Yes
120	189 Grim rider	Undead	
121	102 Cockateer	Beast	Yes
122	132 Jum	Material	Yes
123	160 Lethal armour	Demon	Yes
124	190 Soulpawn	Undead	Yes
125	20 Dark slime knight	Slime	Yes
126	161 Fallen priest	Demon	
127	47 Megalodon	Dragon	Yes
128	74 Giant moth	Nature	Yes
129	103 Silvapithecus	Beast	Yes
130	48 Frou-frou	Dragon	
131	133 Mimic	Material	Yes
132	162 Archdemon	Demon	Yes
133	191 Stark raven	Undead	Yes
134	21 King cureslime	Slime	Yes
135	49 Drakularge	Dragon	Yes
136	75 Gorilla	Nature	Yes
137	163 Boss troll	Demon	
138	104 Gigantes	Beast	Yes
139	134 Golem	Material	Yes
140	164 Jamirus	Demon	Yes
141	192 Wallin' weed	Undead	Yes
142	76 Heligator	Nature	
143	105 Moosifer	Beast	
144	22 King bubble slime	Slime	Yes
145	106 Mohawker	Beast	
146	50 Great dragon	Dragon	Yes
147	77 Yabby	Nature	Yes
148	107 Buffalogre	Beast	Yes
149	165 Gracos	Demon	
150	135 Living statue	Material	Yes
151	23 Metal kaiser slime	Slime	
152	78 Riptide	Nature	
153	166 Demon-at-arms	Demon	Yes
154	193 Tortured soul	Undead	Yes
155	136 Boe	Material	

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
156	137 Mum	Material	
157	194 Roseguardin	Undead	
158	79 Garuda	Nature	
159	138 Boh	Material	
160	167 Belial	Demon	
161	195 Bone baron	Undead	
162	51 Mechan-o'-wyrm	Dragon	
163	108 Pazuzu	Beast	
164	24 Metal king slime	Slime	
165	52 Black dragon	Dragon	
166	80 Beetlebully	Nature	
167	109 Atlas	Beast	
168	139 Trap box	Material	
169	168 Robbin' hood	Demon	
170	196 Dullahan	Undead	
171	53 Drakulard	Dragon	
172	81 King squid	Nature	
173	110 Don mole	Beast	
174	140 Killing machine	Material	
175	169 Night clubber	Demon	
176	197 Wight king	Undead	
177	25 Darkonium slime	Slime	
178	54 Alabast dragon	Dragon	
179	82 Kalamari	Nature	
180	111 Nimzo	Beast	
181	141 Mumboh-jumboe	Material	
182	170 Malroth	Demon	
183	198 Captain Crow	Undead	
184	26 Grandpa slime	Slime	
185	112 Dhoulmagus	Beast	
186	55 Dragonlord	Dragon	
187	142 Ruin	Material	
188	171 Zoma	Demon	
189	143 Psaro	Material	
190	83 Leopold	Nature	
191	27 Gem slime	Slime	
192	144 Estark	Material	
193	172 Mortamor	Demon	
194	199 Orgodemir	Undead	
195	84 Emreya	Nature	
196	113 Rhaphorne	Material	
197	114 Rhaphorne (2nd form)	Material	
198	200 Dr Snapped	Undead	
199	56 Dragovian lord	Dragon	
200	28 Trode	Slime	
201	201 wulfspade	Incarnus	
202	202 hawkhart	Incarnus	
203	203 cluboon	Incarnus	
204	204 diamagon	Incarnus	
205	205 wulfspade ace	Incarnus	
206	206 hawkhart ace	Incarnus	
207	207 cluboon ace	Incarnus	
208	208 diamagon ace	Incarnus	
209	209 Ace of Spades	Incarnus	
210	210 Wildcard	Incarnus	

SPECIAL SYNTHESIS



Monster

Monster

The following table shows synthesis combinations that do not follow the usual rules of general synthesis. Create the monster on the left with the combinations on the right.

MONSTER	SYNTHESIS COMBINATION
6 Drake slime	1 Slime x Dragon Family
14 Beshemoth slime	5 She-slime x 13 Behemoth slime
16 King slime	13 Behemoth slime x 13 Behemoth slime
17 Cureslime	4 Healslime x 14 Beshemoth slime
18 Liquid metal slime	10 Metal slime x 10 Metal slime
21 King cureslime	16 King slime x 16 King slime
30 Frou-fry	32 Argon lizard x Beast Family
33 Nardragon	29 Komodo x Material Family
34 Snapdragon	31 Dragonthorn x Undead Family
37 Skelegon	36 Green dragon x Undead Family 41 Hacksaurus x Undead Family
38 Dragurn	35 Jargon x Nature Family
40 Red dragon	36 Green dragon x Beast Family
42 Sea dragon	67 Eveel x 39 Seasaur
44 Metal dragon	40 Red dragon x 130 Hunter mech 40 Red dragon x 11 Metal slime knight
46 Abyss diver	39 Seasaur x 69 Hades condor
51 Mechan-o'-wyrm	50 Great dragon x 44 Metal dragon
52 Black dragon	50 Great dragon x 195 Bone baron
53 Drakulard	49 Drakularge x 109 Atlas 49 Drakularge x 108 Pazuzu
54 Alabast dragon	51 Mechan-o'-wyrm x 53 Drakulard
55 Dragonlord	54 Alabast dragon x 27 Gem slime 54 Alabast dragon x 198 Captain crow
56 Dragovian lord	113 Rhaphorne x 55 Dragonlord
59 Scorpion	60 Crabid x Nature Family
72 Scissor beetle	77 Yabby x 59 Scorpion
76 Heligator	165 Gracos x 81 King squid
78 Riptide	93 Jumping jackal x 76 Heligator
79 Garuda	164 Jamirus x 69 Hades condor
80 Beetlebully	73 Beetleboy x 24 Metal king slime

MONSTER	SYNTHESIS COMBINATION
81 King squid	77 Yabby x 165 Gracos 169 Night clubber x 63 Khalamari kid
92 Pan piper	87 Satyr x 129 Dingaling
96 Brownie	88 Hammerhood x Nature Family
98 Gargoyle	155 Lesser demon x Beast Family
105 Moosifer	107 Buffalogre x 92 Pan piper 107 Buffalogre x 87 Satyr
106 Mohawker	107 Buffalogre x 70 Great sabrecat 107 Buffalogre x 195 Bone baron 107 Buffalogre x 8 Wild slime
108 Pazuzu	103 Silvapithecus x 104 Gigantes 103 Silvapithecus x 134 Golem 103 Silvapithecus x 164 Jamirus 103 Silvapithecus x 81 King squid
109 Atlas	104 Gigantes x 105 Moosifer 104 Gigantes x 79 Garuda 104 Gigantes x 163 Boss troll
111 Nimzo	170 Malroth x 82 Khalamari 170 Malroth x 53 Drakulard
112 Dholmagus	55 Dragonlord x 143 Psaro 55 Dragonlord x 144 Estark
113 Rhaphorne	111 Nimzo x 112 Dholmagus
114 Rhaphorne (2nd form)	113 Rhaphorne x 171 Zomaw
117 Dancing flame	118 Frostburn x 119 Spitnik 118 Frostburn x 174 Firespirit
118 Frostburn	117 Dancing flame x 103 Silvapithecus 117 Dancing flame x 15 Dragon slime
120 Goodybag	115 Bag o' laughs x 115 Bag o' laughs
123 Cannibox	120 Goodybag x 120 Goodybag
125 Anchorman	129 Dingaling x Demon Family
126 Gold golem	134 Golem x 49 Drakularge 134 Golem x 27 Gem slime
130 Hunter mech	160 Lethal armour x 11 Metal slime knight
136 Boe	137 Mum x Nature Family 138 Boh x Nature Family 132 x Nature Family

MONSTER	SYNTHESIS COMBINATION
137 Mum	136 Boe x Material Family 138 Boh x Material Family x 132 x Material Family
138 Boh	137 Mum x Beast Family 136 Boe x Beast Family 132 x Beast Family
140 Killing machine	130 Hunter mech x 142 Ruin 130 Hunter mech x 187 Phantom swordsman 130 Hunter mech x 51 Mechan-o'-wyrm
142 Ruin	126 Gold golem x 141 Mumboh-jumboe 141 Mumboh-jumboe x 135 Living statue
143 Psaro	142 Ruin x 194 Roseguardin
144 Estark	80 Beetlebully x 143 Psaro
152 Dessert demon	153 Drakulard Dancing devil x 149 Imp
160 Lethal armour	185 Restless armour x 158 Octavian sentry 185 Restless armour x 153 Drakulard Dancing devil 185 Restless armour x 155 Lesser demon
161 Fallen priest	159 Wrecktor x 131 Puppeteer
162 Archdemon	152 Dessert demon x 105 Moosifer 152 Dessert demon x 101 Notso macho
163 Boss troll	104 Gigantes x 107 Buffalogre 104 Gigantes x 100 Diemon 100 Diemon x 107 Buffalogre
165 Gracos	162 Archdemon x 158 Octavian sentry 162 Archdemon x 99 Merman
167 Belial	162 Archdemon x 109 Atlas 162 Archdemon x 50 Great dragon 162 Archdemon x 126 Gold golem 162 Archdemon x 152 Dessert demon
169 Night clubber	163 Boss troll x 49 163 Boss troll x 108 Pazuzu 163 Boss troll x 48 Frou-frou
170 Malroth	166 Demon-at-arms x 135 Living statue 166 Demon-at-arms x 82 Khalamari 166 Demon-at-arms x 107 Buffalogre
171 Zoma	170 Malroth x 195 Bone baron 170 Malroth x 196 Dullahan 170 Malroth x 197 Wight king

MONSTER	SYNTHESIS COMBINATION
172 Mortamor	111 Nimzo x 144 Estark
178 Demonrider	37 Skelegon x 183 Skeleton 37 Skelegon x 9 Slime knight 37 Skelegon x 181 Phantom fencer
187 Phantom swordsman	188 Skeleton soldier x 188 Skeleton soldier
189 Grim rider	178 Demonrider x 185 Restless armour
192 Wailin' weed	121 King kelp x 188 Skeleton soldier 121 King kelp x 187 Phantom swordsman
194 Roseguardin	160 Lethal armour x 78 Riptide 160 Lethal armour x 195 Bone baron
195 Bone baron	189 Grim rider x 20 Dark slime knight 189 Grim rider 106 Mohawker
196 Dullahan	195 Bone baron x 142 Ruin 195 Bone baron x 193 Tortured soul 195 Bone baron x 181 Phantom fencer
197 Wight king	193 Tortured soul x 16 King slime 193 Tortured soul x 22 King bubble slime
199 Orgodemir	55 Dragonlord x 172 Mortamor
200 Dr Snapped	114 Rhaphthorne (2nd form) x 199 Orgodemir 198 Captain Crow x 25 Darkonium slime
201 Wulfspade *	Incarnus x Nature Family
202 Hawkhart *	Incarnus x Demon Family
203 Cluboon *	Incarnus x Material Family
204 Diamagon *	Incarnus x Beast Family
205 Wulfspade ace *	Incarnus x Rank A Nature Family
206 Hawkhart ace *	Incarnus x Rank A Demon Family
207 Cluboon ace *	Incarnus x Rank A Material Family
208 Diamagon ace *	Incarnus x Rank A Beast Family
209 Ace of Spades	205 Wulfspade ace x 83 Leopold
210 Wildcard	205 Wulfspade ace x 84 Emyreia



DIAMAGON ACE

DOM™

DRAGON QUEST MONSTERS-Joker

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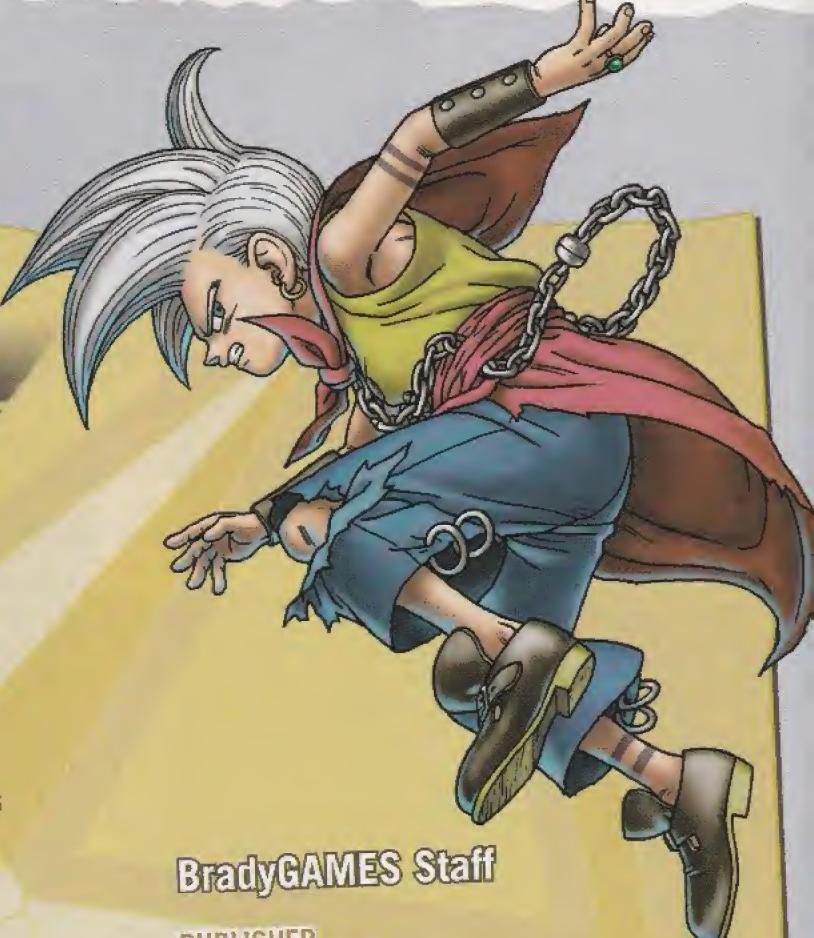
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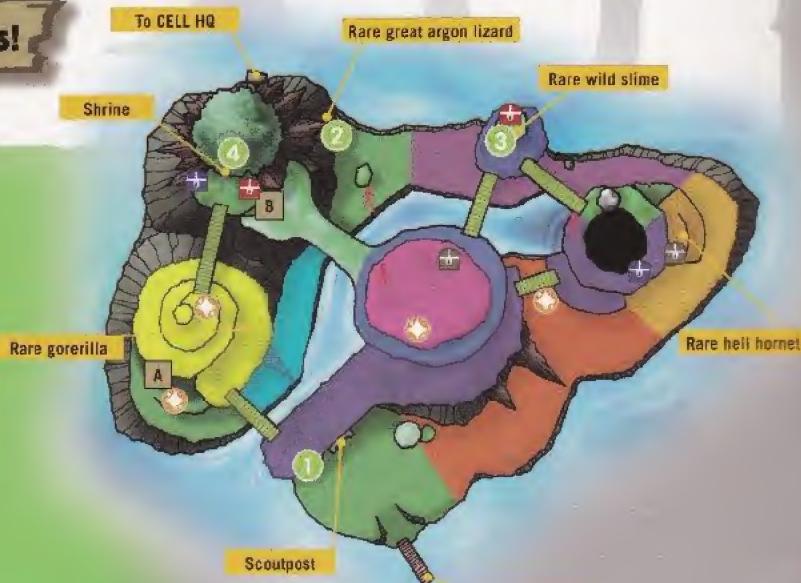
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